

Johnathan Doe

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EDUCATION

2019-2019	MSc Artificial Intelligence from University of Amsterdam	85%
2010-2014	BFA Animation & Interactive Media from School of Visual Arts, NYC	71%

PROJECTS

FreightTrack – Logistics Management Platform |*Repository*

- FreightTrack is a scalable logistics and fleet tracking platform I built for international supply chains.
- It allows real-time route optimization using ML models, automates driver payroll tracking, and integrates with customs APIs.
- I implemented multilingual portals and client-specific admin dashboards.

MyVoice – Crowdsourced Policy Feedback Tool |*Repository*

- I developed this web app to promote civic participation by allowing citizens to give structured feedback on policies.
- It uses NLP for sentiment analysis and user clustering and integrates with government dashboards for real-time updates.
- I also built a custom visualization engine to show impact heatmaps and demographic trends.

StackPilot – Cloud Cost Optimizer |*Repository* |*Deployment*

- I created StackPilot to help teams monitor and reduce cloud infrastructure costs.
- It includes anomaly detection, usage heatmaps, and policy enforcement.
- I also built Kubernetes plugins for auto-tagging and archiving idle resources.

EXPERIENCE

Senior Full Stack Developer - *Synapse Fintech* (March 2018 - December 2021)

- I designed and developed cloud-native microservices for a secure wealth management platform.
- I built dynamic UIs using React and Vue while managing data pipelines with Node and Python.
- I introduced CI/CD pipelines that reduced deployment time by 70%.

Lead Game Systems Architect - *MindMesh Studios* (January 2022 - Present)

- I led the technical design and backend architecture of multiplayer game engines supporting real-time decision-making and procedural storytelling.
- I collaborated closely with narrative teams and AI specialists to create reactive environments that evolve with player input.
- I also oversaw code optimization for scalability across platforms.

TECHNICAL SKILLS

- **Design & Creativity:** Adobe Premiere Pro, Figma, Canva, After Effects
- **Web Development:** JavaScript, TypeScript, HTML, CSS, Tailwind CSS
- **Programming Languages:** Python, Java, C++. C, C#
- **Database & ORM:** PostgreSQL, MySQL
- **Data Science & ML:** Pandas, Numpy, Scikit-Learn, Tensorflow, Matplotlib

CERTIFICATIONS & ACHIEVEMENTS

- Certified Data Engineer – Associate, Google Cloud (March 2023)
- Unity Certified Programmer (September 2017)
- Agile Software Development (Scrum Master) (April 2025)
- Certified Kubernetes Administrator (CKA) (September 2018)
- AWS Certified Machine Learning – Specialty (July 2018)
- Advanced Game AI Design (March 2012)