Austin Beveridge

Junior Software Engineer

GitHub | LinkedIn | Bozeman, MT

OBJECTIVE:

Junior Software Engineer with a focus on backend development, experienced in multi-tenant systems and C#. Successfully supported the development of Manufacturing Operations Management software. Eager to leverage skills in .NET engineering to create impactful software solutions.

TECHNICAL SKILLS

Languages & Frameworks: C#, DINO (C# scripting), SQL, Python, JS, TS, HTML5, CSS3, .NET Framework, Flask, React
Databases: PostgreSQL, DBeaver, ElephantSQL, Redis
Tools & DevOps: Visual Studio 2022, Visual Studio Code, Git, Netlify, Firebase, Render, Node.js, JSON, REST APIs, Redux, AXIOS, Jinja Templating, Glitch, TailwindCSS, Camtasia
Core Concepts: Object Oriented Programming, Algorithms, Data Structures, Web Applications, Backend Services
Certifications: Full Stack Software Engineer – Coding Temple (Credly) <Credly>

EXPERIENCE

Wheelhouse - Junior Software Engineer   *5/2024 - Current*
- Supporting the development of Manufacturing Operations Management (MoM) software using C#, SQL, and DINO scripting in a multi-tenant environment
- Collaborating on backend automation for multi-tenant inventory and onboarding workflows, including scheduling logic and global notification tools
- Created client-specific configuration and import workflows using DINO scripting, ensuring accurate data migrations
- Designed a global Replenishment Card Flagging system with advanced SQL querying, scheduled event handling, and inventory exception logic, integrating with existing notification systems to streamline replenishment card alerts
- Architected and implemented Dark Mode across web interfaces, developing 2,500+ lines of responsive CSS that adhered to WCAG accessibility guidelines, improving UI consistency and user experience
- Produced comprehensive technical documentation and video tutorials, reducing onboarding complexity and supporting user adoption.
- Collaborated directly with the CEO (Software Engineer/Industrial Engineer) daily for client onboarding, code review, and software improvements.

Remotasks - AI Trainer/Freelance Developer   *12/2023 - 5/2024*
- Trained large language models (LLMs) in coding best practices by evaluating AI-generated code, rewriting outputs for accuracy, and reviewing peer developer submissions with constructive feedback.

Co.Lab - Software Developer   *9/2023 - 12/2023*
- Sole backend developer in an intensive 8-week AGILE program, building a market-ready product in collaboration with a cross-functional team to solve real-world user problems.

PROJECTS

Wheelhouse - Junior Software Engineer   *5/2024 - current*
- **Replenishment Card Flagging System:** Built a global scheduled script to detect and notify missing replenishment cards, incorporating FIFO logic, scan history analysis, and Excel exports.
- **Configurator & Tenant Setup Automation:** Migrated product configurators and authored a reusable SQL provisioning script for safe tenant onboarding, with automated ID handling and production-safe constraints.
- **Client-Specific ERP Enhancements:** Delivered onboarding scripts, item/BOM imports, and dynamic rule logic using DINO C# Scripting language, tailored to client BOM structures and pricing workflows.
- **Internal Enablement Resources:** Authored 40+ software documentation and narrated video tutorials that reduced onboarding effort and bridged gaps between engineering and operations. YouTube & HelpDocs

Yeonjii - Lead Backend Developer*: [Co.Lab Article] [Github Backend & Frontend]*   *2023 - 2024*
- Built backend (DB, APIs, prompt logic) and frontend features for an AI cover letter app. (Live, but core features are disabled).

EDUCATION

Coding Temple | Software Developer in Training   *07/2023*
- Completed an intensive full-stack development program, building skills in Python, SQL, Flask, JS, TS, and React, with hands-on projects covering web design, API integration, and secure app deployment.

Montana State University   *05/ 2018*
Bachelor of Science, Business Management