

Cosme G. Boisset

Software Developer

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Skills

TypeScript, Java, C, x86 Assembly
React.js, React Native, Expo,
Django, RESTful APIs, Redux Toolkit,
TanStack Query, TanStack Router,
CSS, Tailwind CSS
Linux, Docker, Nginx, Git,
French (native), English (fluent)

Education

University of New Orleans
Bachelor of Science: Computer
Science

- GPA: 3.7 | Major GPA: 3.87
- Expected Graduation
Fall 2026

City University of New York BMCC
(2017 - 2019)

Associate of Arts: Liberal Arts
- Dean's List

Relevant Coursework:

Data Structures,
Systems Programming,
Computer Architecture,
Assembly Languages,
Algorithms Analysis (IP),
Cryptography (IP),
Database Systems (IP),
Computer Networks (IP)
Physics I & II
(Mechanics, Electricity, &
Magnetism)

Work Experience

Student Web App Developer (July 2025 – Jan 2026)
GulfSCEI Research Center University of New Orleans

- Rebuilt a production research frontend (Pipewatch-AI) using React (Vite), TypeScript, and Tailwind CSS
- Integrated and refactored existing Django API endpoints before a transition the backend to Ruby on Rails under new project direction
- Collaborated with researchers to design and maintain a multi-service Docker Compose stack (frontend, backend, ML services, Nginx reverse proxy) for reproducible deployment
- Integrated TensorFlow/PyTorch inference outputs into a production web pipeline, coordinating API contracts with PhD researcher
- Authored technical documentation, improving maintainability, and coordinating updates between research and development teams

Freelance Web Developer (Dec 2021 - June 2024)
- Collaborated with a team to deliver React-based web/mobile apps to client specifications, handling full lifecycles from requirements to deployments
- Met with clients to discuss tech needs, solutions and software development
- Oversaw technical issues and troubleshooting requests to resolve surfaced problems
- Stopped Freelancing to become a full-time student at UNO

Project

Cobbl (React Native, Expo, Python Backend)
Photo & video sharing app
- Lead planning and development of new mobile app
- Collaborated with back end developer via Python
- Collaborated with UX designer via Figma
- Scoped UI work for junior developer and oversaw its completion

Event Platform (Netlify/React + SCSS)
A Livestream platform
- Worked in tandem with Communications Director and Vice President to translate Figma mocks into functional web app
- Used Vimeo to keep in sync the Archive page for it to update past event cards programmatically

HasDID.io Hackathon (BootStrap + CHIA Blockchain)
Personal DID for NFT marketplaces on CHIA Blockchain
- Worked effectively with a developer and UX designer to compete in Hackathon remotely using a git workflow; placed 1st overall