

Bryan Perez

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EDUCATION

Bachelor of Science in Computer Science, Minor in Mathematics
University of Texas at El Paso

December 2025
GPA: 3.6

SKILLS

Languages: Golang, Python, Java, C, C++, Scala, Dart, HTML, JavaScript, CSS, SQL, TypeScript.

Tools/Platforms: Docker, AWS, GitHub Actions, Neo4j, JUnit 5, Git, Linux, Postman.

Frameworks: Spring Boot, ReactJS, Next.js, FastAPI, SvelteKit, Gin, GORM.

WORK EXPERIENCE

Centro de Apoyo para la Familia A.C | Full Stack Developer | 2023 - Present

Ciudad Juarez, Mexico

- Engineered a local-first case management platform using **Go (Gin, GORM)** and **PostgreSQL**, implementing clean architecture to support secure case intake, scheduling, and analytics.
- Architected a production-grade **Admin Portal** with **Next.js 14** and **TypeScript**, utilizing a custom dependency-injection container and Ant Design to deliver RBAC-aware dashboards.
- Managed cloud deployments on **AWS** and **Vercel** for initial production validation, establishing **CI/CD** workflows before transitioning to a local **Docker** environment to minimize pre-launch costs.
- Implemented robust security features, including **JWT** Role-Based Access Control, custom rate-limiting middleware, and authenticated **WebSockets** for secure real-time case updates.

Outlier.ai | Remote AI Code Expert | 2024 – Present

- Evaluate and refine AI-generated code in Java and Python, ranking responses based on accuracy, time complexity, and adherence to clean coding standards to improve LLM reasoning.
- Author complex algorithmic solutions involving Data Structures (Trees, Graphs) and conduct rigorous code reviews to ensure security and logical correctness in training datasets.

PROJECTS

DEM Bravo (Docker Exploit Mapper) – FastAPI, Neo4j, SvelteKit, Docker, Python

- Architected an offline-first cybersecurity platform using **FastAPI** and **Neo4j** to model complex container attack graphs, implementing asynchronous **Docker SDK** orchestration to stream live scan results.
- Developed** a reactive visualization dashboard with **SvelteKit** and **Cytoscape** to render real-time network topologies, enabling interactive visual analysis of vulnerability paths.
- Enforced **STIG-compliant database security** by building a custom query sanitizer for **Cypher**, preventing injection attacks while managing multi-tool data ingestion.

Bank of Miners – Java, Spring Boot, React, Docker

- Refactored** a legacy CLI tool into a web app, optimizing data retrieval with a **custom Binary Search Tree (BST)** for **O(log n)** efficiency and **Write-Through** persistence.
- Engineered a secure banking core using **Java OOP** and Strategy Design Patterns to enforce polymorphic account behaviors and dynamic credit limits.
- Containerized the application using **Docker** and **Nginx** while establishing a **GitHub Actions CI/CD** pipeline to automate **JUnit** testing and builds.

Zombie Survival Roguelite – Godot 4.5, GDScript, JSON

- Developed** a top-down survival game featuring persistent meta-progression and a collision-aware wave orchestration system using **NavigationServer2D**.
- Architected modular behaviors using **Finite State Machines (FSM)** for entity logic and a global **SignalBus** pattern to decouple UI and game state.