



Insilicon

Experienced Backend Developer

About me

Backend developer with 5+ years Java expertise, specializing in high-performance game servers and complex systems. Proficient in multiple languages with focus on future proofing.

Contact

Discord - @insilicon
Github - @DevInsilicon

Expertise

- Java
- Paper API
- Bukkit API
- NMS
- SQL
- TS / JS
- Python
- WebDev
- Pterodactyl
- Fabric

Work Experience

2023 - ClassicDupe

- Ex Development Manager
- Managed multiple developers, and a team of staff.
- Averaged at 40-50 players.
- Worked in big codebases, and Github was very useful.

2023 - SpaceCraft SMP

- Worked as an Administrator, and helped onboard staff.
- Improved view of server, helping maintain playerbase.
- Handled tickets, and support services.
- General development

2024 - RustWipeDay

- Worked as a Development Manager, and Administrator.
- Worked on maintaining, and growing playerbase.
- Worked on starting the server, and brought it from the ground up to a 30 player average.

Did you know?

I developed a framework for adding custom blocks, items, and abilities insanely fast?
DevInsilicon/ArtifactFramework

Interest in AI

If any servers would be open, please contact me. I am in need of a decently sized server to start developing my own AI Anticheat.

2024 - PCPrison

- Worked as an Administrator
- Help develop from the ground up, and avg 15 players.
- Worked with other developers, varying from Skript to Java.

2024 - BroMC

- Ex Development Manager
- Working with Community to provide great support, and provide a clean experience.
- Working on multiple servers throughout the network.
- Peaked at 70+ Player AVG

2024 - MoneyFight

- Developed multiple systems including Discord frameworks, and statistics.
- Work with Skript environments, due to the fully coded Skript systems.,

2025 - DungeonDodge

- Worked through a monolithic codebase
- Developed new features, revamping old systems, adding items etc.

I ran out of room ._.
2019 - 2025