Duke Norsworthy - *Software Engineer*

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SUMMARY

An extensive background in entertainment and game crafting has given me the perseverance to code in multiple languages. While programming new content is my passion, my favorite challenge is debugging scripts that have stumped devs for years. Whether it's learning unique IP or working with classic material, I am ready to create a solution to any problem. Crafting top quality, unbreakable content will always be part of my due diligence as a developer.

TECHNICAL SKILLS

JavaScript, TypeScript (Node, React, Vite), C++, C#, Python, Flask, Ruby (Rails), HTML, CSS, Tailwind, GitHub, SQL (PostgreSQL, MySQL), Lua, Unity, Firebase, Godot, REST APIs, AWS

EXPERIENCE

The Difference - Web Software Engineer Intern   03/2025 - 05/2025
- Spearheaded the web-based version of the Flutter application, increasing sales by 30%.
- Integrated RESTful APIs and backend services to ensure secure and seamless cross-platform functionality.
- Collaborated with cross-functional teams in a SCRUM environment, organizing Agile standups and sprint planning.
- Mentored new interns by onboarding them to the tech stack, fostering collaborative workflows.
- Diagnosed and resolved frontend and backend bugs, improving performance and user experience across devices.

Doors of Divergence - Web Designer   12/2022 - 10/2023
- Implemented an 'Enter Code' system using Firebase to unlock hidden nodes with story content.
- Optimized database schema and query performance to ensure efficient data retrieval.
- Collaborated with owners to ensure seamless integration with the website and user interface in JavaScript.
- Conducted thorough testing and debugging to guarantee full system functionality.
- Documented system architecture for future maintenance and improvement.

Freelance - Full-Stack Developer   01/2022 - Present
- Develop custom web applications to meet specific client needs, utilizing various frameworks.
- Enhance user experience with mobile and desktop optimization.
- Collaborate with clients to ensure seamless integration with the website and user interface.

PROJECTS

Dalaya (Emulated Everquest® Server) - Administrator, Game Developer
- Revise backend logic, improving load times by 500%.
- Run QA checks on test servers and maintain version control, reducing bug reports by 70%.
- Execute and supervise over 25,000 scripts and analyze when necessary.
- Listen to player feedback and follow through when creating new dungeons and bosses.
- Deployed new server with record-breaking user count, update and maintain bugs as needed.

Memory Game - Developer
- Designed a browser-based memory card game using React with Vite for rapid frontend performance.
- Implemented a dynamically generated grid layout, adapting to varying card sets and difficulty levels.
- Constructed clean, modular game logic, separate from UI components for maintainability and scalability.
- Built a PHP backend to manage user accounts, high scores, and leaderboard rankings with persistent storage.

Let's To-Do This - Developer
- Assembled CRUD functionality using vanilla JavaScript to allow dynamic task management without page reloads.
- Utilized localStorage API to persist user data across sessions, ensuring tasks remain saved.
- Arranged a clean, minimalist user interface focused on usability and accessibility.

EDUCATION

CUNY Borough of Manhattan Community College - A.S., Computer Science   New York City, NY
BOLT Leadership Program, Computer Programming Club, CUNY ASAP, AI Hackathon Winner

Flatiron School - Software Engineering Bootcamp   New York City, NY
Full Stack Web Development, Ruby on Rails and JavaScript program