Duke Norsworthy, *Software Engineer // Game Developer*

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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 (NodeJS, ReactJS, Vite, Svelte)
- Ruby | Ruby on Rails
- SQL (PostgreSQL, MySQL)
- C++
- HTML | CSS | Tailwind
- Lua
- Python | Flask
- Git
- REST API

EXPERIENCE

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

Doors of Divergence   NYC/Remote
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.

MeetMax Games   NYC/Remote
Event Host, Quality Assurance Tester   07/2020 - 08/2023
- Entertained and performed for hundreds of virtual players.
- Improvised technical solutions for VPN issues and user errors.
- Utilized Zoom and Microsoft Teams chat services.
- Operated MeetMax's unique IP.
- Alpha and beta tested new methods and games.

PROJECTS

Dalaya (Emulated Everquest® Server)
Administrator, Game Developer
- Create and balance content for online players across the globe.
- Run QA checks on test servers and maintain version control.
- Craft multiple days worth of playable content.
- Execute and supervise over 25,000 scripts and analyze when necessary.
- Listen to player feedback and follow through when creating new dungeons and bosses.
- Use C++ and Lua to construct new levels and systems.

Let's To-Do This!
Web Designer
- Cataloged personal and group to-do lists into Postgres.
- Utilized Rails' nested attributes to create and set multiple objects in one form.
- Applied React hooks to tidy up user logins into one file.

EDUCATION

Borough of Manhattan Community College   New York City, New York
Computer Science, 4.0 GPA   01/2024 - 05/2025
BOLT Leadership Program, Computer Programming Club, CUNY ASAP

Flatiron School   New York City, New York
Full Stack Web Development, Ruby on Rails and JavaScript program   04/2021 - 01/2022