

JOSEPH SOMERVILLE

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EDUCATION

University of Central Florida <i>Bachelor of Science in Computer Science</i>	Orlando, FL Aug 2022 – Dec 2025
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EXPERIENCE

Full Stack Developer - Defense Innovation Summer Fellow <i>Tatitlek Corporation - NSIN/DIU (US Army Reserve Mercury)</i>	Jun 2025 – Aug 2025 Orlando, FL
<ul style="list-style-type: none">Worked as a developer on a cross platform mobile application using React Native, built Python back-end services deployed on AWS (Lambda, API Gateway, and RDS), stored data in PostgreSQL, and managed code with GitHub; followed Agile practices to deliver working features within summer fellowship.Engineered the AFTP Utilization tracking feature for mobile and web, including an expanded view that lets leaders audit aviation pay documents, spot missing entries, and perform manual database overrides, significantly reducing audit time.Optimized build workflows for Android 15 16KB memory page size support, to meet PlayStore requirements and achieve a 30% improvement in app launch speed.Architected a dynamic form field highlighting system to render Pay Admin feedback directly within the mobile/web UI, reducing document "form churn" and accelerating the pay lifecycle.Implemented a Multi-Stage Audit Log with Target User tracking and toggleable log types, providing full lifecycle transparency for administrative documents from Draft to final Approval.Standardized global timezone logic and date schemas across AWS Lambda and the frontend, resolving high-priority data inconsistencies in mission-critical Battle Assembly schedules.	
Install and Repair Technician <i>Wise Connect, Inc</i>	Nov 2020 – Jul 2021 Clermont, FL

PROJECTS

Army Reserve Mercury <i>React Native, PostgreSQL, AWS, Python, Agile Capstone Project with Paid Fellowship Component</i>	Jan 2025 – Dec 2025
<ul style="list-style-type: none">Served as Project Manager, leading an 11-member team through Agile Sprints and delivering 50+ production tickets for a platform modernizing administrative workflows for 400 soldiers.Engineered an RST Utilization tracking feature, allowing commanders to manage excused absences and makeup training for 200+ personnel with real-time FY data aggregation.Deployed a stateful 'Wizard' Onboarding System and role-specific instructional videos (Soldier, Leader, ARA) to minimize user training overhead and mitigate "knowledge fade" for periodic users.Revamped Bulk Data Upload engine using month-based "keys" for Excel reconciliation, integrating validation logic to prevent fiscal year overlaps and occupancy conflicts in training calendars.	
Rail Sweeper <i>Unity, C#, Blender, Unity Version Control</i>	Aug 2024 – Dec 2024

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<ul style="list-style-type: none">Designed and built a 3D rhythm game with dynamic MIDI-driven note spawning, creating a complete gameplay loop with scoring, difficulty scaling, and player statistics.Developed object pooling and beat synchronization systems to optimize performance and enhance responsiveness.	

Afterwords <i>MERN Stack (MongoDB, Express, React, Node.js), TypeScript</i>	Sep 2024 – Nov 2024
<ul style="list-style-type: none">Led development of a web and mobile "dead man's switch" app for secure message and document delivery.Delegated tasks and contributed to API endpoints, front-end components, and DB implementation, keeping project on timeline.	

SKILLS

Languages: Python, JavaScript, TypeScript, Java, C, C#, C++

Frameworks: React, React Native, Express, Node.js, Unity

Databases/Cloud: PostgreSQL, MongoDB, AWS (Lambda, API Gateway, S3, RDS, SNS)

Other: CI/CD, Git/GitHub, Agile, Jira/Confluence, UI/UX (Figma), OOP, Data Structures