

JOSEPH SOMERVILLE

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EDUCATION

University of Central Florida
Bachelor of Science in Computer Science

Orlando, FL
Aug 2022 – Dec 2025

EXPERIENCE

Full Stack Developer - Defense Innovation Summer Fellow

Jun 2025 – Aug 2025

Tatitlek Corporation - NSIN/DIU (US Army Reserve Mercury)

Orlando, FL

- 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

Nov 2020 – Jul 2021

Wise Connect, Inc

Clermont, FL

- Installed and repaired internet and voice networks as a contracted technician for Lumen.
- Performed maintenance and repair on outside plant facilities.

PROJECTS

Army Reserve Mercury | *React Native, PostgreSQL, AWS, Python, Agile*

Jan 2025 – Dec 2025

Capstone Project with Paid Fellowship Component

- 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 | *Unity, C#, Blender, Unity Version Control*

Aug 2024 – Dec 2024

- 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 | *MERN Stack (MongoDB, Express, React, Node.js), TypeScript*

Sep 2024 – Nov 2024

- 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