

Relevant Experience

HeyJinn.ai - Remote, California - Full Stack Engineer

September 2023 / Current

Engineer algorithms, prompts and structured output schema to communicate with and process data using LLMs

Design and implement vector search for optimized database retrieval

Architect backend systems using Next.js for Supabase, Stripe, Google, and OpenAI integrations

Kalloc Studios - Carlsbad, California - Quality Assurance Analyst

October 2019 / April 2024

Ensure the viability of our desktop application Fuzor in a fast paced release schedule

Conducted client training, support and client outreach campaigns internationally

Built and Authored an online user manual allowing users to easily access product documentation

Utilized Revit, Navisworks and Civil 3D to create and edit models capable of testing construction simulation software

Private Tudor - Remote - Unity / C# / Maya

August 2019 / January 2020

Worked with beginner Unity users to create games using OpenVR, Maya and blender.

Southern Illinois University - Carbondale, Illinois - Student Worker : Internet Security

September 2015 / May 2017

Create network connection data dashboards using and provide support to internal staff

Education

Southern Illinois University - Carbondale, Illinois - Computer Science

Class of 2018

Focus : 3D modeling applications, rendering libraries and UI/UX

Relevant Coursework : Practical Artificial Intelligence, User Interface Design, Operating Systems, Computer Graphics, 3D Animation and Modeling, Linux/UNIX programming

Projects

[3D sidescroller](#) | [Three.js Webgallery](#) | [TCP Server](#)

Skills

PHP, Java, C#, C++, Python, Bash, Shell, Node.js, iQuery, Three.js, Next.js, Node.js, React, Linux, nginx, SQL, PostgreSQL, Docker, git, Adobe (Illustrator, Photoshop, InDesign, After Effects), Maya, AutoCAD, Revit, Navisworks, Microsoft Office, Primavera P6, API integration, Technical Documentation
