**Justin Luce justinlucedev.com – github.com/justinluce – linkedin.com/justinlucedev**

**React, C#, .NET**

**SUMMARY**

Full-stack web developer with 3 years of experience teaching and building web applications. Proficient in React, C#, and .NET, specializing in building scalable and secure applications. Passionate about problem-solving, performance optimization, and building impactful projects that serve the community.

**EDUCATION**

**University of Nebraska Omaha (UNO)** Omaha, NE Computer Science 2018-2022

**TECHNICAL SKILLS**

* **Programming Languages**: JavaScript, TypeScript, C#, .NET, SQL
* **Frontend Development**: React.js, HTML5, CSS3, Jest
* **Backend Development**: Node.js, .NET Core, MySQL, GraphQL
* **Software**: Git, Azure, Docker, CI/CD

**RELATED EXPERIENCE**

**Code Academy Director** Omaha, NE

*Midland University* October 2022 – Present

* Designed and implemented a full-stack curriculum, leading to a 90%+ job placement rate for graduates.
* Mentored over 30 students, enhancing their technical and problem-solving skills.
* Established best practices for code reviews, project assessments, and software development workflows.

**RELATED PROJECTS**

**Collaborative Notes App (React, C#, SQL) https://justinlucedev.com/notes**

* Engineered a real-time collaborative notes app with C#, enabling multiple users to edit synchronously with less than 100ms latency.
* Implemented a document history feature, allowing users to undo, redo, and restore past versions.

**AI Chatbot (React, Python) https://justinlucedev.com/penny**

* Built an AI-powered chatbot using React and Python, processing conversations with contextual memory to retain user preferences across sessions.
* Implemented dynamic personality-adaptation, increasing user engagement by simulating human-like responses.
* Optimized the response generation time, increasing efficiency by 60%.

**Pathfinder (React) https://justinlucedev.com/pathfinder**

* Developed an interactive pathfinding application in REact, dynamically calculating optimal routes with Dijkstra’s algorithm.
* Enabled obstacle-based route adjustments, improving real-world simulation accuracy.
* Optimized query execution and rendering speed, achieving a 40% reduction in load time for complex routes.

**Fever Dream (C#, Unity) https://justinluce.itch.io/feverdream**

* Designed and developed a variety of mini-games in multiple genres, blending unique mechanics into a seamless experience.
* Implemented custom AI behaviors, physics-based interactions, and procedural elements to enhance the player experience.
* Optimized asset management, rendering pipelines, and data handling to ensure consistent and ideal performance.