

Michael Gunter

Software Engineer

Fredericksburg, TX | 830.998.9770 | Michael.Alex.Gunter@Gmail.com | [GitHub](#) | [LinkedIn](#) | [Portfolio Website](#)

Full Stack developer with 3+ years of experience building apps in React and Django. Bootcamp-trained with industry experience. Passionate about performance, resilience, and systems that work. Outside of coding, I enjoy flying a custom-built drone and discovering new music.

Skills

JavaScript, Python, Java, SQL, React, Django, Node.js, Redux, Express, Git, Unit Testing, Google Cloud, Swagger, HTML/CSS

Experience

Shift Manager (Part-Time), Domino's Pizza - Fredericksburg, TX Oct 2024 - Present

Software Engineer - The Helper Bees, Austin, TX Jun 2020 - Oct 2023

Engineered full-stack features and internal pipelines that directly supported new partner integrations and optimized healthcare operations. Delivered high-impact solutions across React and Django dashboards that streamlined scheduling for medical staff.

- Build React/Django pipelines across internal dashboards to support partner onboarding and expansion
- Automated calendar parsing to identify open slots for Nurse Assessors, enabling smarter appointment scheduling and better coverage
- Created partner-facing APIs with auto-generated documentation

Projects

Multi Tool June 2025 - Present

Modular react-based project suite designed for feature experimentation across frontend and backend technologies

- **Book Tracker (in progress)** - React (functional components + Hooks), Redux, Authentication - Currently building a book tracking app built with redux and functional components with hooks. It features full user authentication and protected routes. Book table functionality is underway.
- **Video Game Tracker** - React (Class Components), Redux, Backend Integration - Developed a game list management app using Redux and React class components. Users can create and manage personalized video game collections with data persisted in a backend database. Designed for simplicity, no authentication required.

Digital Rubik's Cube Jan 2024 - May 2024

Built a high-performance Rubik's Cube solving algorithm in Python, capable of generating complete solutions in ~0.2 seconds. Designed a digital cube model using 3D matrix logic, applied test-driven development with unittest

- Developed a Python algorithm to solve any scrambled cubes in 0.2 seconds
- Modeled a fully-interactive Rubik's Cube using 3D matrix structures and custom move logic
- Utilized unittest for test driven development for validating cube movement and processing each solve step

Personalize Jan 2020 - Present

Job tracker with visual stats and job board scraping; built with Node.js backend and custom UI

Education & Volunteer

BloomTech Graduate of the Full Stack Web Development Program Feb 2019 - Jun 2020

Volunteer Interviewer Code2College May 2022 - May 2022

Book Club Co-founder and Facilitator The Helper Bees Sep 2022 - Oct 2023

Certifications

Java Tutorial for Complete Beginners Udemy | [View Certificate](#) May 2025

Full-Stack Web Development BloomTech | [View Certificate](#) Aug 2020