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

Crew Member & Shift Manager (Part-Time), Domino's Pizza - Fredericksburg, TX   Oct 2024 - Present
As a crew member, I prepare pizzas and other menu items while maintaining high standards of quality and efficiency. I work in a fast-paced team environment, ensuring timely and accurate order fulfillment, maintaining cleanliness, and adhering to safety and hygiene guidelines.

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.

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