

# 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** (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

- **The Weather** - Fully functional component that pulls live, location-based weather data using an external API, includes automatic caching to reduce calls
- **Unauthenticated Messages** - Lightweight message board built with react hooks that stores entries in a database without login, includes profanity filtering
- **Video Game Tracker** - Built with Redux and class components, allows users to manage video game list stored in a backend database. 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