Christopher Simoni

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EXPERIENCE

Co-Founder / Software Engineer | *Go, Python, TS, Next.js, Redis, Docker, AWS*   June 2023 – Present
Mesocast, LLC   *Wichita, KS*
- Helped develop a full-stack web application using with Next.js serving a REST API with React as the frontend
- Built proprietary parsing tool that reads radar data in real-time
- Designed real-time data transfer architecture from backend services to frontend client
- Deployed all services to production and demo Linux environments
- Optimized parser to reduce computational time by over 90%

Software Engineer | *.NET Core, VB, C#, React, Next.js, Blazor, SQL Server*   February 2023 – Present
Spectrumware, LLC   *Wichita, KS*
- Develop applications individually and as a team
- Communicate with clients the business needs of their applications
- Estimate projected application development time and costs
- Completed all individual projects at 75% or less of budget utilization

AndroidTV Client Developer | *Java, Kotlin*   October 2020 – Present
Jellyfin Organization   *Remote*
- Assist with rewriting the AndroidTV client in Kotlin from Java
- Review peer pull requests for apporval and merging
- Collaborated with Jellyfin team members and communinty on new features and implementations

Fullstack Developer | *React Native, Expo, TypeScript, PHP, Docker, MySQL*   Jan 2022 – Jan 2023
Midwest Business Technology, LLC   *Wichita, KS*
- Develop mobile application using React Native and Expo SDK
- Develop backend and administration panel to provide functionality for mobile application
- Assist in maintaining PHP websites
- Coordinate with clients about their applications
- Introduced the company to React Native and native mobile development

PROJECTS

Socom Cafe | *C/C++, TypeScript, MariaDB, Node.js, io_uring*   October 2019 – Present
- Lead development of a multiplayer game server in C++ using io_uring event loop
- Create initial prototyping in Node.js
- Reverse engineer original game server packets using WireShark

BrewBot | *C/C++, LUA*   January 2017 – November 2019
- Use Win32 API to create a windows application
- Implement system that allows users to create their own plugins using LUA
- Utilize a PHP website for authenticating users and subscriptions

TECHNICAL SKILLS

Languages: Golang, C/C++, C#, SQL, JavaScript/TypeScript, HTML/CSS, Java, Python, PHP, LUA, bash
Frameworks: React, Node.js, Material-UI, React Native/Expo, Next.js
Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ, Postman
Libraries: zustand, MobX, socket.io, tRPC, protobuff, Sentry
Deployment Tooling: AWS, GitHub Actions
Databases: SQL Server, MariaDB, MySQL, PostgreSQL, Redis, SQLite
System Administration: systemd, Linux, nginx, cron, proxmox, lxc