

Chris Simoni

chris@simoni.dev | linkedin.com/in/chris-simoni | github.com/mrchip53

EXPERIENCE

Software Engineer

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

Fullstack Developer

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

Mesocast | *Golang, Python, React, Next.js, socket.io, Redis, Docker*

June 2023 – Present

- 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

Jellyfin | *Java, Kotlin, Android*

October 2020 – Present

- Assist with rewriting the AndroidTV client in Kotlin from Java
- Review peer pull requests for apporval and merging
- Collaborated with Jellyfin team members and community on new features and implementations

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

TECHNICAL SKILLS

Languages: Golang, C/C++, C#, SQL, JavaScript/TypeScript, HTML/CSS, Java, Python, PHP

Frameworks: React, Node.js, Material-UI, React Native/Expo

Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ, Postman

Libraries: zustand, MobX, socket.io, tRPC, protobuf