

PROFESSIONAL SUMMARY

Software Engineer with over 5 years of experience in crafting advanced real-time event-driven data systems and intuitive user interfaces. Demonstrates proficiency in JavaScript/TypeScript, Node.js RESTful APIs, WebSockets, and React, enhancing system efficiency and user engagement. Skilled in mentoring and collaborating with cross-functional teams, aiming to drive innovation and deliver cutting-edge and reliable solutions.

EMPLOYMENT HISTORY

MAR 2023 - PRESENT

Senior Software Engineer, Integer Technologies, Columbia, SC

- Spearhead the development of Node.js RESTful APIs complete with WebSockets for live data updates, enhancing system responsiveness and achieving noticeable improvements in real-time data processing.
- Manage backend services utilizing Docker microservices to create a reliable application stack.
- Bridge the gap between backend APIs and user-facing systems, ensuring a seamless experience.
- Engineer user interfaces for naval systems using TypeScript and Angular, significantly elevating functionality and enhancing user satisfaction through intuitive designs.
- Craft interactive 3D electrical diagrams in Unity, advancing user engagement and system clarity.
- Conducted comprehensive report writing and live demonstrations for VIP navy and government personnel, ensuring effective communication and stakeholder engagement.

MAY 2020 - MAR 2023

Software Engineer, Krumware, Columbia, SC

- Deployed and maintained backend services using AWS and Kubernetes/Docker infrastructure ensuring seamless and reliable operations.
- Optimized data management by integrating MySQL and Postgres with custom built Node.js REST APIs optimizing data flow and improving system efficiency.
- Integrated third party APIs, including payment processing services and authentication services.
- Developed bespoke front-end UIs with React, significantly enhancing user engagement.
- Maintained legacy PHP/jQuery code while transitioning to modern Node.js, JavaScript, and React frameworks, ensuring smooth migration.
- Partnered with cross-functional teams to gather requirements, ensuring project alignment and delivering solutions that met client needs.
- Mentored junior developers, fostering a culture of learning and enhancing team productivity through knowledge sharing.

EDUCATION

AUG 2017 - DEC 2020

Bachelor of Science in Computer Science, University of South Carolina, Columbia, SC

Magna Cum Laude

PROJECTS

GeoNova Gaming

- Volunteer with a team of engineers and artists to build a comedic-action game in Unreal Engine.

Little Light

- Casual adventure game centering around sharing light in a dark world, from thatgamecompany X COREBLAZER GAME JAM 2025 with the theme of "generosity".

Otter Onslaught

- Roguelike, shoot 'em up, arcade style game. Survive endless waves of increasing and random enemies with random power ups each wave.

Graveyard Shift

- Horror game where you play as a groundskeeper at a graveyard on Halloween night.

Otter Adventures

- Pokémon style game where main character, an otter, fights against other river animals. Level up to increase stats and learn new attacks.

Dodge Car

- First Unity game with a car moving forward on a platform dodging obstacles with 10 hand build levels increasing in difficulty.

SKILLS

JavaScript/TypeScript



Node.js



RESTful APIs



Version control using Git



MySQL



Postgres



Docker



Kubernetes



AWS



React



Angular



Python



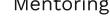
Game development with Unity



C#



Mentoring



Ability to work under pressure and meet deadlines



LINKS

[GitHub](#)

[Project Portfolio](#)