

## EXPERIENCE

### Software Developer

PoliteMail Software

March 2022 – Current

Greenland, NH

#### Role Highlights

- Full-stack development using React, TypeScript, .NET WebAPI, and SQL Server
- Cross-team design collaboration to align requirements and architecture
- Daily PR reviews; leads code discussion and mentors junior developers on best practices

#### Key Achievements:

- Core contributor to the design, development and deployment of a greenfield Microsoft Teams web app
- Designed and implemented multiple major full-stack features end-to-end
- Developed production LLM integrations including prompt engineering, performance testing, and Azure GPU deployment

### Software Developer

Michigan Technological University

Jun 2021 – Mar 2022

Houghton, MI

- Managed a small team to design and develop an automated UI testing framework built in C#
- Mentored interns with onboarding, ticket management, and software debugging

### Software Developer Intern

Michigan Technological University

Jun 2019 – Jun 2021

Houghton, MI

- Learned to debug and implement bug fixes under guidance of senior developers
- Learned to black-box test, create / manage tickets, and work as part of a real software team

## TECHNICAL SKILLS

- |              |                 |                |             |                |               |
|--------------|-----------------|----------------|-------------|----------------|---------------|
| • TypeScript | • Redux Toolkit | • .NET 8       | • SQL       | • Git          | • Bearer Auth |
| • React      | • C #           | • OData WebAPI | • Cosmos DB | • Azure DevOps | • Postman     |

## PROJECTS

### Godot Game Project (C#)

Sep 2025 – Current

- Sole developer handling all technical implementation and gameplay systems in C#
- Partnering with an artist on long-term indie strategy game planned for 202X release

### Game Hub Web App (React TS)

Jul 2023 – Mar 2025

- Personal project launched to reinforce skills with React / Redux
- Live Project: <https://ragewind87.github.io/>

### Chess Game (React JS)

Sep – Dec 2019

- Led a student team of four to build a client-side game using React.js leveraging Node.js
- I rapidly built my foundational React skills by implementing all piece movement logic

## EDUCATION

### Meta Front-End Developer Professional Certificate

Dec 2025

[https://www.credly.com/badges/bf5506a1-af69-47e6-9206-a9037f0b4abe/public\\_url](https://www.credly.com/badges/bf5506a1-af69-47e6-9206-a9037f0b4abe/public_url)

### BS Software Engineering

Michigan Technological University | GPA: 3.71

May 2021

Houghton, MI

- Dean's List | University Honors | Certificate of Merit in Calculus (x2)