

# Cade Duncan

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## EXPERIENCE

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### Full-Stack Software Engineer Intern

February 2024 – Present

*Russell Sigler Inc.*

*Remote*

- Maintained and optimized internal web applications using ASP.NET MVC and C#.
- Rebuilt a streamlined webpage navigation system with Bootstrap 5, ensuring responsive, and user-centric designs.
- Designed SQL database structures, and automated processes with scripts inside of SSMS.
- Developed a customizable security system, significantly enhancing the security posture of public web applications.
- Collaborated within a team, adhering to coding standards and best practices for organized and readable code.

### Tutor

January 2023 – May 2023

*Clovis Community College*

*Fresno, CA*

- Mentored over 1,000 students in subjects including Computer Science, Information Systems, Math, and Physics.
- Conducted comprehensive assessments of students' programming skills, providing detailed feedback and guidance.
- Led a team to develop social media content for outreach purposes.

### Mod Publisher

August 2022 – Present

*Nexusmods*

*Remote*

- Created highly popular mods for Stardew Valley, reaching over 41,000 downloads.
- Enhanced gameplay by leveraging C# and the SMAPI framework to introduce new features.
- Maintained high user satisfaction by promptly addressing feedback and delivering timely bug fixes and updates.

## PROJECTS

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### Stingbot | *Python, DiscordPy, Google Cloud Platform, Oracle*

- Developed an advanced Discord bot specializing in data analytics using Python and DiscordPy.
- Ensured maximum uptime and data accuracy by hosting on Google Cloud Platform.
- Improved functionality, efficiency, and user experience through continuous updates and bug fixes.

### Portfolio Website | *HTML/CSS, JavaScript, jQuery, GitHub Pages, Squarespace*

- Designed a professional-grade portfolio website to showcase personal projects.
- Implemented dynamic features using JavaScript and jQuery to enhance user interaction.
- Deployed using GitHub Pages and Squarespace for a custom domain hosted 24/7.
- Established an update pipeline to regularly highlight new projects and demonstrate continuous skill development.

## TECHNICAL SKILLS

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**Languages:** C#, Python, JavaScript, SQL, HTML/CSS

**Developer Tools:** SSMS, Git, Sheets, UNIX, Netlify, Unreal Engine, Google Cloud Platform, Oracle

**Libraries/Frameworks:** ASP.NET MVC, DataTables, Bootstrap, jQuery

## EDUCATION

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### California State University, Fullerton

Fullerton, CA

*Bachelor of Science, Computer Science*

*August 2023 – December 2024*

- Dean's List; 3.72/4.0 GPA
- Relevant coursework: Software Engineering; Algorithm Engineering; Game Programming; Database Systems