Cade Duncan

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EXPERIENCE

Full Stack Software Engineer
January 2025 – Present

Russell Sigler Inc. — Remote

- Engineered proprietary systems to replace legacy software, saving over $5,000 in recurring costs.
- Migrated legacy ASP.NET MVC applications to ASP.NET Core, enhancing performance and long-term support.
- Architected a reusable DataTables wrapper, cutting front-end development time for tables by 85%.
- Created a dynamic page generator via URL-based SQL queries, removing the need for formal releases.
- Streamlined source control workflows to improve CI/CD pipeline efficiency and throughput.

Full Stack Software Engineer Intern
February 2024 – December 2024

Russell Sigler Inc. — Remote

- Optimized SSRS reports with SQL tuning, improving critical data load times by **96%**.
- Built a customizable, data-driven security system to enhance authorization on public applications.
- Developed, maintained, and optimized internal applications using C#, ASP.NET MVC, and Entity Framework, delivering new UI/UX features with Bootstrap 5.
- Designed new database schemas and automated data processes with SQL to ensure data reliability.

Mod Publisher
August 2022 – Present

Nexusmods — Remote

- Developed and published popular C# mods for Stardew Valley, achieving over **41,000** downloads.
- Managed the project lifecycle by iterating on features and bug fixes based on community feedback.

PROJECTS

Super Mario Bros. (NES) | Godot, GDScript

- Recreated Super Mario Bros. (NES) in Godot with a focus on system-level accuracy and core gameplay loops.
- Deployed the project as a playable, web-based application using Godot's HTML5 export functionality

Stingbot | Python, DiscordPy, Google Cloud Platform

- Developed a Python Discord bot on GCP for server analytics and real-time user interaction.
- Managed the full software lifecycle, from design to continuous feature deployment.

Portfolio Website | HTML/CSS, JavaScript, jQuery, GitHub Pages

- Built and deployed a professional portfolio website to showcase personal projects, deployed with GitHub Pages.

TECHNICAL SKILLS

Languages: C#, SQL, Python, JavaScript, HTML/CSS, GDScript
Frameworks & Libraries: .NET, ASP.NET Core, ASP.NET MVC, Entity Framework, Bootstrap, jQuery, DataTables
Tools & Platforms: Git, GitHub, SSMS, SSRS, Visual Studio, Godot, Unreal Engine, Google Cloud Platform, Linux

EDUCATION

California State University, Fullerton
Fullerton, CA

Bachelor of Science, Computer Science — August 2023 – December 2024

- Relevant Coursework: Software Engineering, Algorithm Engineering, Game Programming, Database Systems

Clovis Community College
Fresno, CA

Associate of Science, Computer Science — July 2020 – May 2023