

Terrence Murray

Software Engineer

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SUMMARY

Fullstack Software Engineer and final-year Computer Science student experienced in building scalable web applications with React, Next.js, Nest.js, and Go. Skilled in Dockerized deployments, clean architecture, and UI component design with Storybook and Figma. Adept at collaborating in agile teams to deliver performant, user-focused digital experiences.

EDUCATION

B.Sc. General in Computer Science
University of the West Indies

St. Augustine, Trinidad & Tobago
09/2023 - Present

PROFESSIONAL EXPERIENCE

Fullstack Software Developer

Texas City, United States

BrainFog Solutions LLC.

03/2025 - Present

- Designed and developed scalable full-stack applications Go (Golang) for backend APIs, and Next.js, React (Vite) for modern, responsive UIs.
- Containerized and orchestrated both frontend and backend services using Docker and Docker Compose, ensuring consistent and reproducible development and deployment environments.
- Implemented unit and integration tests to improve reliability and maintainability, achieving higher code coverage and faster feedback during CI/CD pipelines.
- Collaborated with cross-functional teams using Scrum, contributing to sprint planning, daily stand-ups, and iterative feature delivery that reduced release cycle times.
- Architected and maintained modular, reusable components to improve developer efficiency and system scalability.
- Responsible for frontend development, driving UI/UX consistency, performance optimization, and cross-browser compatibility.

Frontend Developer

Texas City, United States

Fursoft

08/2023 - 12/2024

- Designed and built responsive web and mobile interfaces for a pet grooming platform using Next.js and modern React frameworks.
- Developed and maintained a comprehensive Figma design system, ensuring visual consistency, scalability, and efficient developer handoff.
- Served as the primary UI developer, translating complex design concepts into performant, accessible, and pixel-perfect interfaces.
- Enhanced UI testing/docs with Storybook, boosting component reliability and designer-developer collaboration.
- Enhanced user engagement through optimized UI/UX and seamless navigation, contributing to a smoother booking and management experience.
- Ensured design consistency and scalability by adopting component-based architecture and Tailwind CSS for rapid prototyping and maintainable styling.

Software Developer Intern

Port of Spain, Trinidad and Tobago

Coded Arts

07/2022 - 01/2023

- Co-developed an interactive game using Unity and C#, contributing to gameplay mechanics and feature implementation for client delivery.
- Built a custom Autodesk Maya tool to streamline 3D artist workflows, improving asset export efficiency and reducing manual repetitive tasks.
- Developed a Three.js-based 3D prototype to showcase interactive models on the web, allowing users to explore and navigate assets in real time.

Web Developer (Freelance)

Scarborough, Trinidad and Tobago

Tobago Performing Arts Company (TPAC)

2022

- Built a mobile-friendly booking website for the "Bitter Cassava" production.
- Increased online ticket sales and customer satisfaction through improved site performance and accessibility.

ADDITIONAL EXPERIENCE

Laundry Project

University of the West Indies, St. Augustine

Canada Hall

01/2025 - Present

- Designed and developed a fullstack web application to simplify laundry scheduling for residents.
- Led UI/UX design and implementation, reducing booking conflicts and user complaints.

DCIT Runtime Competition (Top 3)

University of the West Indies, St. Augustine

02/2024

- Placed in the top 3 in a competitive programming contest hosted by the Department of Computing & IT.
- Demonstrated strong teamwork and problem-solving skills in time-constrained algorithm challenges.

SKILLS

Languages: JavaScript, Python, Typescript, Go, C, C#, C++, Java, PHP, CSS

Frameworks & Libraries: React, Bootstrap, Node.js, Parcel, Webpack, Vite, Tailwindcss, Next.js, Nest.js, Express.js

DevOps & Tools: Docker, Docker Compose, Git, Jira, GitLab

Testing: Jest, Storybook, Postman

Design & Testing: Adobe XD, Adobe Photoshop, Figma