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
BrainFog Solutions LLC.

Texas City, United States
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
Fursoft

Texas City, United States
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
Coded Arts

Port of Spain, Trinidad and Tobago
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)
Tobago Performing Arts Company (TPAC)

Scarborough, Trinidad and Tobago
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

Course Scheduler
Project

https://scheduler.terrencemurray.work

- Developed intelligent scheduling algorithm that assigns course sessions to rooms while preventing conflicts
- Implemented multi-tenant architecture with row-level security for user data isolation
- Deployed production-ready application with Docker, Traefik, and automatic HTTPS

ADDITIONAL EXPERIENCE

Personal Portfolio

Project

https://www.terrencemurray.work

- Developer portfolio website built with Next.js, TypeScript, and Tailwind CSS.
- Showcases technical projects with live demos and source code links.

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: Adobe XD, Adobe Photoshop, Figma