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TECHNICAL SKILLS

- **Languages:** PHP, Javascript, TypeScript SQL, Python, JSON, HTML, CSS, SASS
- **Frameworks:** Node.js, React, Express, Socket.io, Prisma, jQuery, AJAX, tRPC, Astro
- **Tools:** Linux, Git, MongoDB, Apache, Nginx, CI/CD, REST API, Unit Testing

EXPERIENCE

- **Software Engineer** October 2019 - Present
 - Improved MySQL database performance by 30% through optimizing field indexing and queries
 - Identified and resolved over 40 critical bugs through the use of unit and integration tests
 - Achieved a 25% improvement in overall performance by refactoring existing code
 - Automated data fetching, parsing, and database table actions with Python
 - Employed websockets to enable real-time updating of product metrics and analytics
 - Created an administrator dashboard with PHP, JavaScript, and MySQL to analyze site and user statistics
 - Developed a forum with React, Express, and MySQL, supporting threads, posts, and user authentication
 - Set-up Apache and Nginx configurations to handle server routing
 - Generated and upheld comprehensive documentation of both installation procedures and features

VOLUNTEER EXPERIENCE

- **Software Developer at The Pokemon Kingdom** February 2017 - Present
 - *An up-to-date online Pokemon RPG with 44,000+ members and 300,000,000+ pageviews* [View Website](#)
 - Discovered and swiftly patched over 100+ bugs, including SQL injection and XSS vulnerabilities
 - Improved overall load times by 20%+ by optimizing database field indices and SQL queries
 - Generated over \$750.00 USD through organized community events
 - Lead development of many features, including architectural and structural aspects

PROJECTS

- **Aetherim - Unity Modding Framework** January 2023 - Present
 - *A C++ wrapper for accessing Unity engine's IL2CPP methods during run-time* [Source Code](#)
 - Provides a wrapper allowing easy use for working with IL2CPP images, classes, methods, and fields during run-time
 - Utilizes Premake to generate necessary IDE project files for compilation
 - Upheld comprehensive documentation of the installation process and wrapper functions
- **Pokemon Absolute** December 2020 - Present
 - *An online Pokemon RPG with complex battling, trading, map exploration, and more* [Source Code](#)
 - Automated MySQL database table creation and data insertion of 1100+ Pokemon species, 800+ battle attacks, and 600+ items through Python
 - Enhanced DevSecOps by setting up a permissions system to regulate user access to vital functionalities
 - Employed a continuous integration and deployment pipeline to synchronize the repository with the server
 - Developed a real-time chat system displayed in-game through the use of websockets in TypeScript
 - Created a Discord server bot that facilitates communication and interaction with the game server
 - Implemented an administrative panel to display and allow management of database information
 - Engineered an extensive custom battle system using object-oriented programming practices
 - Utilized Phaser.js to create an open-world map engine that allows exploring custom Pokemon maps