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Technical Skills

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

Experience

- **Software Engineer**   2019 - Present
  - Improved SQL database query times by 20% by optimizing field indexing
  - Developed Python scripts to automate data fetching and database table creation
  - Created an administrator dashboard with PHP, JavaScript, and MySQL to analyze site and user statistics
  - Utilized websockets to implement a live-updating timeline feed
  - Improved overall performance by 25% by refactoring existing code
  - Developed a forum with React, Express, and MySQL, supporting threads, posts, and user auth
  - Implemented Apache and Nginx configurations to handle server routing
  - Utilized unit tests to catch bugs and test code prior to being shipped
  - Created and maintained in-depth documentation of features and installation processes

Projects

Fleiya Dashboard   2022

- The go-to resource for anything and everything regarding the online game PokeOne.   Source Code

  Node.js, React, TypeScript, Express, Prisma, MongoDB, tRPC
  - Implemented a tRPC wrapper with Prisma to provide MongoDB schema TypeScript definitions between the client and server
  - Developed a Python script to scrape PokeAPI and update MongoDB clusters with 800+ Pokemon species
  - Used Express routing to handle OAuth logic for user authentication, creation, and sign-in
  - Documented in-depth processes for installation and data maintenance

Pokemon Absolute   2020 - Present

- An online Pokemon RPG with in-depth battling, trading, map exploration, and more.   Source Code

  PHP, JavaScript, jQuery, Python, MySQL, SCSS, CI/CD, Apache
  - Utilized Python to scrape data from PokeAPI to fill out the SQL database with 1000+ monster species, 800+ battle attacks, 600+ items, and hundreds of battle abilities
  - Implemented an administrator dashboard to display and manage SQL database entries
  - Utilizes a continuous integration and deployment pipeline to sync the Git repository with the server
  - Improved DevSecsOps by implementing a permissions system to manage user access to critical features
  - Developed an open-world map system with server-side validation using Phaser.js
  - Engineered an extensive custom battle system based upon object-oriented practices

Pokemon Absolute Chat System   2020 - Present

- A real-time socket-based chat system used in-game for Pokemon Absolute.   Source Code

  TypeScript, Node.js, SQL, Socket.io
  - Utilizes a websocket to handle chat messages, commands, and user authentication
  - Used AES encryption on chat messages before storing them in the SQL database
  - Implemented an authentication system to verify each client on initial connection
  - Implemented a system that prevents message spam and handles chat bans