

Edward Vonschondorf

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SKILLS

- **Languages:** JavaScript, TypeScript, Python, Go, SQL
- **Frameworks & Tools:** React, Next.js, Astro, Express.js, Node.js, Tailwind CSS, Docker, Kubernetes
- **Databases:** MySQL, MongoDB, SQLite
- **Developer Tools:** Git, Postman, Insomnia, Figma, Bruno, Visual Studio Code, Cursor, Copilot
- **Soft Skills:** Problem-solving, adaptability, critical thinking, time management, communication

EXPERIENCE

Software Developer, Freelance

01-2024 - Present

- Design, build, and iterate on full stack web and game development projects using modern frameworks and APIs.
- Continuously expand expertise in backend architecture, RESTful API design, and front-end optimization through self-directed learning and implementation.

Automation Controls Technician IV, Tesla Motors Inc.

09-2020 - 01-2024

- Led complex automation projects by integrating and optimizing multiple PLC systems, reducing downtime and improving recovery times.
- Created and delivered comprehensive technical training programs that improved team troubleshooting efficiency and system reliability.

Equipment Maintenance Technician II, Tesla Motors Inc.

10-2019 - 09-2020

- Diagnosed and resolved faults for critical automated storage systems within the Production Control department.
- Collaborated with engineering to commission and integrate new storage systems, expanding capacity by 10% to support new production lines.

PROJECTS

Game Developer/Artist, [Assault on Triton](#) | Python, Pygame-ce, Aseprite

08-2025 - Present

- Developed a fast-paced, 2D pixel-art space shooter along with designing the original art assets. Packaged and released a demo on itch.io to showcase gameplay and gather early feedback for the full version.

Software Developer, [MarkThisDown](#) | Electron, React, Vite, TypeScript, Tailwind CSS

05-2025 - Present

- Built a minimalist, local-only markdown editor with frontmatter (YAML/TOML) support, providing a distraction-free writing environment. Implemented persistent file state tracking, recent-file management, and frontmatter editing modes for improved usability.

Web Developer, [Next-Level-Loot](#) | Next.js 15, React 19, Tailwind CSS, Shadcn/ui

05-2024 - Present

- Developed an optimized data-fetching system using server-side rendering to handle real-time sorting, filtering, and multi-API integration for game data and pricing. Implemented responsive, dynamic UI components that improved browsing efficiency and user experience.

EDUCATION

Boot.dev, [Online](#)

12-2024 - Present

- A progressive backend engineering curriculum covering Python, TypeScript, Go, Git, Linux terminals, Object Oriented Programming, functional programming, data structures, HTTP Clients/Servers, and modern cloud technologies including Docker, RabbitMQ, and Kubernetes.

UC Berkeley Extension Bootcamp, Online

04-2023 - 10-2023

- Full-stack web developer program for learning HTML, CSS, JavaScript, jQuery, Bootstrap, Express.js, Node.js, databases, MongoDB, MySQL and Git with an emphasis on group based projects.