

## SUMMARY

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Innovative software engineer with **4+ years** of experience in full-stack development, DevOps, and game modding. Passionate about building scalable systems using modern technologies like **Docker**, **Kubernetes**, **React**, and **Spring Boot**. Strong background in **backend development**, and **cloud infrastructure**.

## EDUCATION

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- **BAS in Computing Technology & Software Development** 2025  
*Valencia College – Orlando, FL* *Graduated*
- **AS in Computer Information Technology** 2023  
*Valencia College – Orlando, FL* *Graduated*
- **AA in General Studies** 2023  
*Valencia College – Orlando, FL* *Graduated*

## EXPERIENCE

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- **Lead DevOps Engineer (Internship)** 2025  
*FSEC – Florida Solar Energy Center (Remote)* *Orlando, FL*
  - **ETL Pipeline Automation:** Built a containerized **Apache Airflow** workflow using **Kubernetes (Kind in Docker)** for photovoltaic research data.
  - **Infrastructure as Code:** Orchestrated repeatable, FAIR-compliant pipelines using **Persistent Volumes**, **DAGs**, and **Helm charts**.
  - **Team Collaboration:** Worked cross-functionally with data science teams to troubleshoot deployments and enhance reproducibility.
- **Lead Game Developer** 2021 – 2025  
*Independent DayZ Mod Developer (Remote)*
  - **Custom Mods:** Developed and published 15+ mods using **Enfusion Engine (C#/C++)**, downloaded by over 1,000 players.
  - **Multiplayer Systems:** Implemented server-side logic, loot spawns, and anti-exploit features to improve stability and engagement.
  - **Gameplay Features:** Built modular weapon systems, barter mechanics, progression trees, and dynamic reward crates.

## PROJECTS

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- **Momentum – Workout Tracker App:** Built a **JavaScript** frontend with a **Hibernate** backend and **MySQL** database. Tracks fitness goals with visual analytics.
- **Weapon Mastery – DayZ Mod:** Developed a visual stats tracking UI integrated with **MongoDB** to assist weapon balancing and user performance analysis.
- **BattlePass System – DayZ Mod:** Implemented seasonal progression mechanics with a custom **UI** and persistent reward tracking.
- **Modular Weapon + Optics System:** Created attachable weapon components with customizable configs to enhance gameplay balance and variety.

## SKILLS

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- **Languages:** Java, C#, C++, JavaScript, Python
- **Web Technologies:** JSP, React, HTML, CSS, Spring Boot, Servlets, Tomcat, Maven
- **Game Development:** Unreal Engine (C++), Enfusion Engine (DayZ Modding)
- **Tools & Platforms:** Git, Docker, Kubernetes, Jenkins, IntelliJ, Visual Studio, Figma, XAMPP, Perforce
- **Databases:** MySQL, MongoDB