

SUMMARY

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

- 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

- Lead DevOps Engineer** 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

- 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

- 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