Miguel Yuri Pasamonte

✉ yurithedev@gmail.com | in linkedin.com/in/miguelpasamonte | ⌗ github.com/YuriP123 | ⊕ Portfolio

Education

California State University, Fullerton — Fullerton, CA
Bachelor of Science in Computer Science — *August 2024 – present*

Work Experience

Coding Instructor — Irvine, CA
Coding Minds — *August 2025 – present*

- Lead weekly hardware or electric based projects and conduct classes on the topics and languages involved
- Guide students to apply coding concepts in problem-solving projects and publish the project
- Adapt lessons to different skill levels, ensuring students understand both foundational theory and practical implementation.
- Provide individualized feedback to help learners improve code quality, debugging skills, and project structure.

Junior Software Engineer — Anaheim, CA
Fresh N Lean — *Dec. 2020 – July 2024*

- Collaborated with senior developers to create eye-catching, responsive full-stack websites utilizing modern frame works and libraries
- Implemented customer-led features for e-commerce product after using SOLID principles and AGILE methodologies
- Participated in code reviews and provided constructive feedback to peers
- Debug and troubleshooted software bugs, identifying and implementing solutions

IT Specialist — Tustin, CA
US Army — *Sept. 2018 – Sept. 2024*

- Install, operate, maintain and perform limited field level maintenance on computer systems, networks, and cable and wire communication systems
- Perform network administration and configuration and maintain network computing equipment within the network (i.e. routers, switches, desktop, and laptop computers)

Projects

Saiv | *Typescript, React, Next.js, PostgreSQL* — **March 2024 - present**

- Created a full-stack personal finance application incorporating Plaid and Dwolla APIs for banking capabilities
- Used Apollo Client and Server for data display and manipulation on the backend

Loqui | *Python, React, PostgreSQL* — **November 2025**

- Developed a full-stack web application that utilizes Replicate.ai chatterbox API to generate AI speeches
- Utlized Uvicorn to implement a python based ASGI to a React/Node based frontend.

Echoverse | *C#, XCode, Unity* — **April 2025**

- Developed as part of FullyHacks 2025 Hackathon
- Used C# and Unity's AR module to develop an interactive AR-based, space-themed mobile pet for mobile devices.

Technical Skills

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS
Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI
Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, IntelliJ
Libraries: pandas, NumPy, Matplotlib