


# Adam Dugan

 Email: [adamdugan6@gmail.com](mailto:adamdugan6@gmail.com)

 Phone: +1-971-395-9118

## Summary

Full-stack engineer specializing in AI-driven automation, secure cloud architectures, and immersive software experiences. Skilled in architecting scalable solutions using AWS CDK, Next.js and Python. Proven success building HIPAA- and GDPR-compliant platforms, AI systems and agents, and high-performance VR applications used by thousands worldwide

## Technical Skills

Python, C#, TypeScript, HTML/CSS, Next.js, React, Unity, AWS Amplify, CDK, Lambda, DynamoDB, S3, Azure, GitHub Actions, CI/CD, Bedrock, OpenAI, LLMs, ElevenLabs, Twilio, TTS/STT, KMS, SSE-KMS, OAuth2, HIPAA, GDPR, Data Encryption

## Experience

- | <b>Full Stack Developer</b>  | <b>Versytech LLC</b> | <b>August 2022 – Present</b> |
|--|----------------------|------------------------------|
| <ul style="list-style-type: none"><li>• Architected and deployed multi-tenant SaaS platforms using AWS CDK, Lambda, DynamoDB, and S3.</li><li>• Developed Balancing IQ, an AI-powered financial advisory platform (GDPR-compliant).</li><li>• Built SOA Assist Pro, a HIPAA-compliant CRM automating Medicare compliance workflows, cutting form-processing time by 90%.</li><li>• Designed encryption and identity systems leveraging AWS KMS and secure OAuth2 flows.</li><li>• Created voice-enabled AI assistants integrating OpenAI, Twilio, and Azure Speech.</li><li>• Automated deployment pipelines with GitHub Actions and YAML-based CI/CD.</li><li>• Collaborated with clients to design and deliver productivity-enhancing custom software.</li><li>• Developed a Python desktop automation tool for court case filings using Selenium and Tkinter.</li></ul> |                      |                              |

- Software Engineer                      Intelimmerge LLC                      April 2024 – April 2025**
- Automated back-office operations using Python and Azure Serverless Functions.
  - Created real-time conversational AI bots combining OpenAI, ElevenLabs, and Unity.
  - Built a web app that generates realistic digital avatars from photos using AI and Azure Blob Storage.
  - Led Android conversion of large-scale Unity/WebXR projects for Oculus Quest.
  - Designed adaptive GUI systems and optimized multi-user experiences using Photon networking.
  - Translated founder concepts into production-ready interactive products.

- Simulation Engineer                      Language Lab VR                      June 2021 – January 2024**
- Co-founded and built a language-learning platform used across 120 countries.
  - Created recursive C# algorithms producing 1,000+ hours of adaptive educational content.
  - Integrated Unity with PlayFab and Azure for analytics, leaderboards, and in-app purchases.
  - Managed and scaled an international dev team for live operations and content updates.
  - Ranked Top 3 VR Language Education Platform globally.

- Unity/C# Developer                      Llama Labs                      December 2019 – June 2021**
- Used C# and Unity to create a medieval Robin Hood style game for Oculus Quest 1 and 2.
  - Built dynamic NPC AI Systems using NavMesh, raycasting and state machines.
  - Used Unity Profiler, occlusion culling, and light baking to improve performance on standalone devices' slow computation speed
  - Used Unity's XR Interaction Toolkit with AutoHand to create an immersive experience within the virtual world
  - Completed the project from start to finish within a 6-month period

## LINKS

 Portfolio - [www.adamdugan.com](http://www.adamdugan.com)

 LinkedIn - [www.linkedin.com/in/adam-dugan-918722217](https://www.linkedin.com/in/adam-dugan-918722217)

 GitHub – [www.github.com/adamofeden](https://www.github.com/adamofeden)