

Adam Dugan

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Summary

Full-stack developer specializing in automation, AI, and secure cloud architectures. Experienced in designing and delivering scalable software across healthcare, finance, law, and education, from HIPAA and GDPR compliant SaaS platforms to AI powered systems and immersive VR applications used by hundreds of thousands worldwide. Passionate about creating intelligent, reliable systems that simplify complex workflows and enhance user experiences. Co-founded Language Lab (acquired in 2025).

Technical Skills

Python, Rust, 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, Unity

Experience

Full Stack Developer	Versytech LLC	Aug 2023 – Present
<ul style="list-style-type: none">Architected and deployed multi-tenant SaaS platforms using AWS CDK, Lambda, DynamoDB, and S3.Developed Balancing IQ, an AI powered financial advisory platform (GDPR compliant).Built SOA Assist Pro, a HIPAA compliant CRM automating Medicare compliance workflows, cutting form processing time by 90%.Designed encryption and identity systems leveraging AWS KMS and secure OAuth2 flows.Created voice enabled AI assistants, integrating OpenAI, Twilio, and Azure Speech.Automated deployment pipelines with GitHub Actions and YAML based CI/CD.Collaborated with clients to design and deliver productivity enhancing software.Developed a Python desktop automation tool for court case filings using Selenium and Tkinter.		

Software Engineer	Intelimmerse LLC	Apr 2024 – Present
	<ul style="list-style-type: none"> 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. 	
Lead Engineer	Language Lab (Acquired)	Jun 2020 – Jan 2024
	<ul style="list-style-type: none"> Co-founded and built one of the top 3 language learning apps on the Meta Quest Store, reaching hundreds of thousands of users in over 100 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	Stargrazer Studios	Dec 2019 – Jun 2020
	<ul style="list-style-type: none"> 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
-  LinkedIn - www.linkedin.com/in/adam-dugan-918722217
-  GitHub – www.github.com/adamofeden