Full-Stack Web Developer · Software Developer

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Experience _

Beyond Certified, Inc. (Early-Stage Startup)

United States

Full-Stack Web Developer

Jan. 2024 - Present

- Developed an API proxy server for MongoDB Data, GridFS, and session storage and authentication API endpoints, using TypeScript, Node.JS, and Express.JS.
- Developed a single-page web app for searching a product database using the user's camera to scan UPCs, and allowing
 administrators to edit product information and upload product images, using TypeScript, Mithril.JS (similar to React.JS), and
 OuaggaJS.
- Aided in data collection and analysis using Python and spaCy (for natural language processing using statistical models).
- Designed the entire alpha stage front-end UI/UX with the help of PicoCSS.

The Kairos Project San Jose, CA

Freelance Programming Contractor

Jun. 2018

- Developed a web-based social networking MVP for local social activism and organizing using Firebase, React.JS, Redux, and TypeScript.
- Designed the alpha stage front-end UI/UX and responded quickly to client requests

Education

The Pennsylvania State University, College of Engineering

University Park, PA

B.S. in Computer Science, Minor in Philosophy

Jan. 2019 - Unknown

- GPA: 3.69 (Good Standing)
- On the **Dean's List for four semesters**
- Currently on haitus for a year and a half so far due to brain injuries, will eventually be returning

Extracurricular Activity _____

Atomic Database

Software Developer Apr. 1, 2019 - Jul. 22, 2023

• Created a proof of concept database using a **backtracking logic query language with a natural language front-end** using Python and spaCy (v2.0) and later Rust (v3.0).

Fides: Distributed Trust Application

Front-End Web Developer

Feb. 15, 2020 - May 19, 2020

• Created a **prototype social network for distributed reputation tracking** via optionally arbitrated "contracts" using React and Redux in TypeScript.

Bloc

Mobile Application Developer

Aug. 26, 2023 - Present

 Creating a native Android client for self-hosted instances of an OSS Discord clone in Kotlin using Jetpack Compose and official Google best practices.

Embryo Engine

Systems/Game Programming Engineer

Jan. 21, 2023 - Present

 Working on a data-oriented 3D game engine focused on helping indie devs build retro immersive sims and RPGs, using Rust and OpenGL 4.6.

Self-Hosted Services

Sole DevOps Engineer

Jan. 01, 2023 - Present

· Maintaining 5 self-hosted containerized services for friends using Debian with Docker and later Fedora CoreOS with Podman.

Skills.

DevOps DigitalOcean, Docker/Compose, Podman/Compose, GNU/Linux, Github CI/CD

TechnologiesRealtime Graphics Programming, Actor-Orientation, Low-Level/Systems Programming, OpenGL, Express.JS, REST,

MongoDB, Firebase, Jekyll, React, Redux, HTML5, CSS3, Jetpack Compose, Angular, Mithril.JS

Programming Rust, TypeScript, Python, JavaScript, C, Kotlin, Java, Ruby, OCaml, Common Lisp, LaTeX

April 25, 2024 Alexis Purslane · Résumé 1