Alexis **Dumas**

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 QuaggaJS.
- 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
Technologies	Realtime Graphics Programming, Actor-Orientation, Low-Level/Systems Programming, OpenGL, Express.JS, Node.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