Caden Marinozzi

Full Stack Software Engineer

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Full Stack Engineer with 5+ years of experience building scalable web applications and resilient backend systems, leading teams, and creating AI-driven solutions used by tens of thousands of users.

Work Experience

Contract Software Engineer *July 2025 - Present*
Better Earth

- **Automated legislative bill creation and updates**, saving **hundreds of hours** of manual entry using **TypeScript**.
- **Developed an AI-driven bill filtering and conversion system, reducing operational costs and server load.**
- Extended contract to implement **RAG-based processing** of newly created bills for legislative interpretation.

CTO, Co-founder *April 2025 - Present*
Vivora.ai

- Co-developed an **AI study platform** using **Next.js** and **TypeScript**, supporting **flashcards, quizzes, and note-taking**.
- Built **file, folder, and user management system** with **PostgreSQL** and **MinIO**.
- Designed a **queue-based AI system** with **RabbitMQ** and **Google Gemini** to optimize content delivery.
- Implemented **Figma designs** into production using **Tailwind** and **React.**

Full Stack Software Developer *June 2023 - Present*
Hopscotch Interactive

- Started as an intern, **creating a real estate marketing booking platform** in **React** and **TypeScript** to **save employees hundreds of hours** of manual booking handling.
- Developed **public and internal UIs** with **DaisyUI** and **Tailwind** for improved usability.
- Built a **resilient backend** using **Node.js, Firebase, and QuickBooks** to handle **payment processing, item management, automated scheduling, and client data.**
- **Converted internship into part-time/full-time** role to expand features and complete platform deployment.

React Software Engineer Intern *June 2022 - August 2022*
NMI

- Modernized **legacy PHP CRM** codebase into **React** and **TypeScript** for **thousands of clients.**
- Designed **UI features** and **UX flows** in **Figma and** implemented them in **React.**
- Resolved **deep-rooted bugs**, improving **real-time performance** and **page load speed**.

Projects

SPARC - Spacetime Analysis and Radiative Transfer Code *2022*

- Built a **GPU-accelerated black hole renderer** using **GLSL** and **JavaScript**, supporting **physically accurate simulations**.
- Derived and integrated **numerical equations**; published accompanying **educational articles**.
- Used to create graphics in **educational articles, papers, and websites.**

TamGames *2022*

- Developed a **free online games platform** attracting **75k peak users.**
- Partnered with **game studios** to host additional games and monetized via **ads,** generating **$500k potential ARR.**

Education

Santa Clara University *September 2025 - Expected June 2029*
B.S Computer Science and Engineering

Core Skills

Adapting to new codebases, team collaboration, creative design, swiftly learning new tools, communication

Languages: TypeScript, JavaScript, Python, Tailwind, CSS, HTML, SASS
Frameworks/tools: React, Next.js, Node.js, Firebase, MongoDB, PostgreSQL
Other: Figma, AI/ML, Stripe