

Christian Doud

(951) 409-8238 · cfdoud@gmail.com · github.com/cfdoud · linkedin.com/in/cfdoud · [Portfolio](#)

TECHNICAL SKILLS

- **Languages:** JavaScript (ES6+), TypeScript, Python, Java, C/C++, MATLAB
- **Frontend:** React, React Native, HTML/CSS, Tailwind CSS, Bootstrap, Vite, Expo, GraphQL
- **Backend:** Node.js, Spring Boot, Flask, RESTful APIs, WebSockets
- **Cloud & DevOps:** AWS EC2, GCP Cloud Run, Docker, Kubernetes, Linux/Unix, NGINX, Vercel, CI/CD
- **Databases:** MySQL, PostgreSQL, SQLite, Firebase
- **Tools:** Git, Figma, Android Studio, VS Code

EXPERIENCE

Paracon Technologies — Dental AI Platform Software Engineer	May 2024 – May 2025
<ul style="list-style-type: none">Took full ownership of an AI-powered dental imaging platform covering frontend, backend, IoT integration, and cloud infrastructure.Reduced GCP spend 87% (\$16.5K → \$2.09K/mo) by migrating to Cloud Run, adding Storage lifecycle policies, and NGINX/CDN caching — zero downtime.Containerized services on AWS EC2 with Kubernetes (health checks, autoscaling), reducing infrastructure costs ~35% while maintaining uptime.Built a Vite + React/TypeScript frontend communicating with Raspberry Pi via WebSockets for real-time intraoral camera control and LED timing; developed image correction logic using applied mathematics for accurate imaging.Developed a Node.js backend with RESTful APIs for authentication, photo capture, and real-time image saving; deployed and monitored server infrastructure for the cancer detection platform.	

Telit Cinterion Admin Dashboard — Senior Capstone Project Fullstack Developer	Jan 2023 – May 2023
<ul style="list-style-type: none">Led development of a React admin dashboard with Firebase integration and Google Maps API for real-time geofencing and asset tracking across construction worksites.Managed project roadmap and task allocation for a team of developers; delivered on schedule using CI/CD pipelines.	

Lynq — Social Media Startup Fullstack Developer	Dec 2022 – Oct 2023
<ul style="list-style-type: none">Built responsive mobile features in React Native/Expo from Figma designs; integrated Firebase Auth (Google Sign-In) and Google Maps API for address autofill.Collaborated using Agile methodologies in weekly standups, tracking progress and reporting to project managers.	

PROJECTS

AnimeNxT — Recommendation Engine · GitHub	Dec 2025 – Jan 2026
<ul style="list-style-type: none">Built a custom weighted recommendation algorithm using Jaccard similarity across genre/tag vectors; scores candidates across four components — similarity to favorites (45%), taste profile match (25%), AniList score (10%), and popularity penalty (5%).Taste profile derived from 5 user-ranked favorites with decay weights (1.0 → 0.2); filters out sequels/prequels from the candidate pool to avoid recommending mid-series entries.Resolved stale closure bugs in async React by replacing useState with useRef; implemented session-level candidate caching with a seenIds Set for an infinite non-repeating deck — 'Send to Filler Hell' purges non-favorites and fetches a fresh scored batch seamlessly.Stack: React, TypeScript, Vite, Tailwind CSS, GraphQL (AniList API), @dnd-kit drag-to-rank; deployed on Vercel.	

PONG! with Body Tracking Controls · GitHub	Jan – May 2023
<ul style="list-style-type: none">Computer vision Pong using OpenCV, NumPy, and MediaPipe; facial matrix calculations map real-time head orientation to paddle movement.Implemented multiple game modes and AI difficulty levels; integrated PyUI data visualizations showing win stats, directional data, and high scores per session.	

S.S.B. Tournament Page · GitHub	Jan – May 2023
<ul style="list-style-type: none">Full-stack app with HTML/CSS/JS frontend, Python/Flask backend, and MySQL via RESTful API; dynamic bracket generation and fighter statistics visualizations.Implemented meta-data analysis for historical and upcoming events; designed database schema to efficiently store and retrieve fighter stats, match results, and tournament brackets.	

EDUCATION

University of California, Merced — B.S. Computer Science and Engineering	Spring 2024
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