

# Christian Doud

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## 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

- 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

- 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

- 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

- 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

- 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

- 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*