

Crew Bindrup

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Experience

Zaymo 2025-present

Software Engineer Intern: Oct 2025 - present

- Implemented feature requests from customers.

Repact 2022-2025

Software Engineer: Jan 2023 - Oct 2025

- Integrated Stripe API for payment processing to facilitate customer self-sign-up.
- Implemented data analytics across the platform.
- Architected and managed on-premise data servers.
- Mentored and assisted coworkers with Node.js, React, and linux.

Junior Software Engineer: May 2022 - Jan 2023

- Wrote and maintained systems for customer data acquisition.
- Used Jira for sprint tracking and planning.

Nascent Labs 2021-2022

Software Engineer Intern: Sept 2021 - May 2022

- Received hands-on experience writing customer-facing features and applications.
- Used Git and Bitbucket to collaborate with other engineers.
- Learned the software development life cycle.

Education

B.S. Computer Science, Utah Tech University 2027 (expected)

Skills

Programming

Web Development

- Proficient in full-stack Javascript; front-end using React, along with back-end using node.js
- HTML and CSS

Mobile Development

- Proficient in React Native
- Proficient in SwiftUI

Game Development

- Experience with Godot, Unreal Engine and Unity.
- Proficient in C++
- Proficient in Java

Dev Ops

AWS

- Proficient with using Lambda and S3 to host react websites
- Proficient with AWS CDK, Serverless Stack (SST), and Serverless Framework to write infrastructure as code.
- AWS Certified Cloud Practitioner

Linux

- Experience configuring Linux at a low level
- Wrote linux startup scripts
- Wrote a system configuration script to allow for fast spin up of new servers

Projects

Game Development

Unity development in C#

- Build video games during a Game Development class while at Utah Tech

Minecraft mods and plugins

- Used Java to build Minecraft server plugins for myself and for pay.