Dakarai Cundiff

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https://github.com/dakaraic

EDUCATION

Indiana University, Bloomington, IN   **August 2017 - December 2021**
Hudson and Holland Scholar, Big Bytes Little Bits Mentor
Major: Computer Science, B.S. (*Software Engineering Specialization*)
Minor: Game Design

SKILLS

Languages: C#, JavaScript, HTML, CSS, PHP, jQuery, SASS, Java, Racket
Frameworks: ReactJS, NextJS, NodeJS, Electron
Databases: MSSQL, ODBC, MySQL, MongoDB
Operating systems: Microsoft Windows, Linux
Concepts: Data Structures, Algorithms, Programming Languages, Distributed Systems

PROJECTS

Personal Website: *https://dakaraicundiff.com* (for additional information and projects)

Game Server Emulator   **July 2017 - December 2020**
- Developed an emulator for a MMORPG using C# that supported 500+ concurrent game clients.
- Implemented a custom TCP-based networking packet protocol (150+ packet structures) through which the client and server communicated.
- Maintained and queried thousands of records in multiple MSSQL databases which contained 50+ different tables in total.
- Designed and implemented a custom scripting engine and API which allowed developers to write scripts for the game in C# rather than the game's native scripting language of Lua.
- Deployed the emulator to 3 dedicated Linux servers and debugged the app using highly effective logging practices such as log levels, file outputs, and structured logging.

Cloud Monitoring Service   **July 2020 - December 2020**
- Developed and deployed a cloud monitoring API in ReactJS and NodeJS, which allowed over 100 developers to stream data from their application to the platform and visualize it in real-time.
- Integrated the Socket.IO framework, which provided data streaming capabilities to subscribed web clients.
- Designed and distributed a C# SDK that allowed developers to easily integrate the platform into their applications and begin streaming their data.

Fitness Social Platform   **December 2020**
- Developed a web application using NextJS and NodeJS that allowed users to create and track their fitness goals, as well as create and upload viewable fitness content for other users.
- Implemented user profiles, which allowed users to customize how they appeared throughout the app.
- Integrated a secure login system with Auth0's two-factor authentication.

Bus Tracking Application   **August 2018**
- Utilized Indiana University's public DoubleMap API to create an application in Racket that tracked the location of all of the buses throughout IU's campus.
- Displayed the buses graphically by mapping coordinates provided from the API to coordinates within the app bounds.

EMPLOYMENT

Product Manager, Artis (*https://artis.community*)   **July 2020 - June 2021**
- Founded an online platform for Black creatives to showcase and centralize their content from various social media platforms.
- Collaborated with a design team to accurately convert designs from Figma into a fully interactive application.
- Leveraged knowledge in full-stack web development, Git, and debugged the application using Firefox's developer tools paired with Visual Studio Code's integrated terminal.
- Recruited for ongoing consultation and maintenance of the business.

Lead Developer, Just Be Focused, LLC.   **May 2021 - June 2021**
- Created a website which highlighted the client's photography and videography services.
- Designed visually appealing layouts that would attract new site visitors and ultimately lead to new business.
- Integrated Stripe, so that the client could accept payments directly through their website.

Web Developer, Pink Ribbon Society (*https://pinkribbonsociety.org*)   **April 2015 - June 2015**
- Revitalized a website, engaging new visitors for Pink Ribbon Society, a non-profit breast cancer awareness group.
- Featured in the local newspaper (*NWI Times*) for the work that was accomplished on the project.