

Dakarai Cundiff

(219) 779-4011 • dakaraicundiff@gmail.com • <https://dakaraicundiff.com>
www.github.com/dakaraic

EDUCATION

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

SKILLS

Languages: C#, Java, Visual Basic, Racket
Operating systems: Microsoft Windows, Linux
Databases: MSSQL, ODBC, MySQL, MongoDB
Web development: JavaScript, HTML, CSS, PHP, jQuery, SASS, ReactJS, NextJS, NodeJS, Electron
Environments: Microsoft Visual Studio, Visual Studio Code, Eclipse

EMPLOYMENT

Product Manager , Artis (www.artis.community)	July 2020 - Present
• 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. (www.justbefocused.com)	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 (www.pinkribbonandsociety.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.	

PROJECTS

Personal Website: www.dakaraicundiff.com (for additional information and projects)

Game Server Emulator	July 2017 - Present
• Developed an emulator for a MMORPG using C# that supported 500+ concurrent game clients.	
• Implemented a custom networking packet protocol (150+ packet structures) through which the client and server communicated, based on the TCP protocol.	
• Maintained and queried thousands of records in multiple MSSQL databases which contained 50+ different tables in total.	
• Designed and implemented a custom scripting API that allowed developers to write scripts for the game in C# rather than the game's native 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.	