**DJ Dinnebeil**

**Software Engineer | Full-Stack Developer**

408-493-0402 | [djdinn11@gmail.com](mailto:djdinn11@gmail.com) | [GitHub](https://github.com/djdinnebeil) | [LinkedIn](https://www.linkedin.com/in/dj-dinnebeil-a620652aa/) | [Portfolio](https://djdinnebeil.github.io/)

**TECHNICAL SKILLS**

**Languages:** Python, JavaScript, C++, C, HTML5, CSS, PHP, SQL

**Technologies:** Flask, Jinja2, Node.js, React, Redux, Vite, Express, SQLite3, PostgreSQL, AWS S3

**Knowledge:** Agile Development, Neural Networks (CNNs, RNNs), Operating Systems, Data Science, System Design

**PROJECT EXPERIENCE**

**SoundShift Player** – Flask | Jinja2 | PostgreSQL [Live](https://soundshift-player.onrender.com/) | [GitHub](https://github.com/djdinnebeil/soundshift-player)

A music player designed as a tool to develop custom extensions for Spotify.

* Developed a music server to simulate the Spotify API with Flask Blueprints and RESTful API endpoints in order to bypass external rate limits and to improve the testing workflow.
* Integrated a tracking system by utilizing SQLAlchemy relationships with Flask-Migrate for real-time data collection and storage of user listening metrics and preferences.
* Deployed data management to AWS S3 and PostgreSQL for scalable file storage and improved program reliability.

**The Amatol Game** – JavaScript | HTML5 | CSS [Live](https://amatolgame.github.io/) | [GitHub](https://github.com/djdinnebeil/AmatolGame)

A web-based history education game about the World War I ghost town of Amatol, NJ.

* Developed interactive gaming mechanics with Single-Page Architecture and dynamic DOM manipulation through JavaScript to create an immersive virtual exploration of Amatol, NJ.
* Designed an asset preloading system using asynchronous JavaScript functions and the Promise API to retrieve images and music files in parallel to ensure seamless gameplay.
* Incorporated Tesseract OCR to digitize scanned historical documents into searchable text to provide access to primary source materials.

**Auto Core** – C++ | Win32 API | SQLite3 [GitHub](https://github.com/djdinnebeil/auto_core)

A utility designed to streamline task execution on Windows 11 systems.

* Developed a keyboard manager with C++23 modules and the Windows API to remap the numpad keys to user-defined commands to improve workflow efficiency and taskbar navigation.
* Built a local database system utilizing SQLite3 to enable end-user personalization and customization.
* Implemented settings and data synchronization through OAuth2 authentication to secure user accounts.

**MILITARY EXPERIENCE**

**United States Coast Guard Reserves** June 2007 –April 2013

Electronics Technician

* Coordinated with users of electronic equipment to perform preventative and corrective maintenance.
* Recognized with the Exceptional Merit Award for technical excellence and readiness to aid colleagues.

**EDUCATION**

**Stockton University** August 2015 –August 2022

Bachelor of Science in Computer Science | Master of Arts in American Studies

* Awarded the Certificates of Distinction in Honors and Service for academic excellence and volunteer service.
* Selected for the Distinguished Research Fellowship to advance research on South Jersey’s history and culture.

**App Academy** – Software EngineeringJune 2024 –December 2024

* Completed 1000+ hours in software engineering with a focus on full-stack development and design patterns.