

Emanuel Pecson

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EXPERIENCE

JT4 LLC

Software Engineer

Las Vegas, NV
08/2023 - Present

- Modernized a deprecated badge photo pipeline with a full-stack Next.js app, restoring 4,000+ employee photos across 5+ enterprise apps by offloading media to MinIO S3.
- Spearheaded an internal forum app while mentoring 2 SWE interns; led design discussions and enforced security best practices.
- Deployed a Golang microservice to offload email workloads via RabbitMQ, improving scalability.
- Migrated 6+ apps to Keycloak (OAuth 2.0) for consistent SSO authentication.
- Developed a RESTful timecard API in C#/ASP.NET Core to centralize weekly hour submissions.

Software Engineer Intern

05/2023 - 08/2023

- Built a secure internal file transfer app using Nuxt.js and Socket.IO to replace an insecure shared system.
- Delivered a full-stack SQL Server + Nuxt.js tool to replace a bottlenecked spreadsheet process, cutting update time from 1 day to 1 minute.

General Atomics

Software Developer Intern

Poway, CA
06/2022 - 08/2022

- Built a Python code generator to convert 30,000+ struct definitions into a C++ data model, eliminating third-party dependency and cutting wait times by 97
- Wrote unit tests in GoogleTest and integrated build-time validation into the CI/CD pipeline.

Clark County Public Works

Geographic Information System Intern

Las Vegas, NV
01/2022 - 05/2022

- Automated collection of phone config data from 600+ IP-addressable assets using Python and Selenium, cutting inventory time from 4 hours to 20 minutes.

PROJECTS

Hoop Archives — Next.js, Java, AWS, FFmpeg

emanpecson.com/projects/hoop-archives

- Engineered a video editor to convert raw basketball footage into streamable AWS S3 highlights.
- Architected a Java-based FFmpeg processing microservice on AWS Lambda.
- Integrated Auth.js with AWS Cognito and Google IdP for secure access control.

NBA Matchup Metrics — Next.js, Python, MongoDB

emanpecson.com/projects/matchup-metrics

- Developed a tool to build custom NBA lineups and compare player stats.
- Built a Selenium scraper to collect 500 player records from NBA.com into MongoDB.

SKILLS

Languages: JavaScript/TypeScript, Python, Go, C#, Java, C++, HTML/CSS

Frameworks: React.js, Next.js, Vue.js, Nuxt.js, Tailwind CSS, ASP.NET Core

Tools: AWS (S3, Lambda, DynamoDB, SQS, Cognito, CDK), Git, Node.js, Prisma, Docker, Auth.js, MinIO, Figma

EDUCATION

University of Nevada, Las Vegas

B.S. Computer Science — Cum Laude, GPA: 3.86/4.00

08/2020 – 12/2024, Las Vegas, NV