

Gus Cuddy

1054 Bergen St, Apt C2, Brooklyn, NY 11216

(585)-729-2020; gus@guscuddy.com; GitHub: [gcuddy](https://github.com/gcuddy)
Portfolio: <https://guscuddy.com/projects>

EXPERIENCE

Margins - Solo Developer - Website: <https://margins.gg> - GitHub: [gcuddy/margins](https://github.com/gcuddy/margins)

- Developed a comprehensive full-stack web application using Typescript and Svelte, featuring a robust MySQL and Redis backend.
- Facilitated user interaction by enabling saving, annotating, and organizing various media forms such as articles, PDFs, books, and movies.
- Led the design and architecture of the entire application to ensure optimal functionality and user experience.
- Restructured the backend to improve slow query performance by up to 50%.

Recurse Center - Participant

October 2023 - February 2024

- Designed and engineered Lyra, an offline cross-platform desktop music application with React frontend and Rust backend, using the Tauri library. GitHub: [gcuddy/lyra](https://github.com/gcuddy/lyra)
- Presented on local-first and real-time software, culminating in the creation of a locally-operated web application with real-time synchronization, inspired by Cultured Code's Things.app. Utilized Svelte, Replicache, WebSockets, and SQLite technologies. GitHub: [gcuddy/some-thing](https://github.com/gcuddy/some-thing)
- Developed a movie data explorer, employing React/Next.JS and D3/nivo to analyze 24,000 films from the "TSPDT" greatest films list. GitHub: [gcuddy/tspdt-explorer](https://github.com/gcuddy/tspdt-explorer)
- Created a "digital garden" of working notes for personal website, utilizing Cloudflare R2 Storage and SQLite. GitHub: [gcuddy/working-notes](https://github.com/gcuddy/working-notes)
- Created an interactive 3D Bookshelf library utilizing performant 3D CSS Animation. GitHub: [gcuddy/3d-bookshelf](https://github.com/gcuddy/3d-bookshelf)
- Additional projects include explorations of the web audio API, Three.JS, and data visualization.
- Actively engaged in pair programming, fostering effective code communication and collaborative skills. Lead human computer interaction discussion group.

Tutor — 2019-2024

Provided comprehensive tutoring services as a contracted chess tutor for Chess at 3, as well as an independent academic tutor for high school, middle school, and elementary school students; subjects include Algebra, Trigonometry, English Literature, Biology, Chemistry, Physics, History, and more.

Professional Actor — 2018-Present

As a member of Actor's Equity Union, performed in NYC and across the country in regional theater productions, as well as short films and music videos.

SKILLS

Programming Languages: Typescript, Javascript, HTML/CSS, SQL, Python, Rust

Frameworks and Tools: React, Svelte, React Native / Expo, Solid.JS, Node.JS, Bun, Tailwind, Figma, Framer Motion, D3, Git, REST API, GraphQL, WebSockets, Chrome DevTools, Three.JS, Bash, Vite, Web Accessibility

Design: Interface design, interaction design

EDUCATION

Fordham University – Brooklyn, NY (2013 - 2016) - Theater Performance