

Jake Boychenko

Staunton, VA 24401 | contact@jakeboychenko.com | [LinkedIn](#) | [Portfolio](#)

Seasoned mid-level full-stack software engineer having led the backend of over 5 enterprise projects and building cross-platform apps having over 1,000 installs. Proficient in Flutter, Next.js, and Java backend frameworks, with a proven ability to mentor teams and streamline processes. Committed to leveraging deep technical expertise and a creative approach to deliver impactful solutions.

Experience

Mid-Level Software Engineer | Pangiam | August 2023 – Present

- Led the full-stack development of over 5 features for government-critical, high-traffic web applications, enhancing user experience and functionality using Apache Struts, JSP, and SQL.
- Identified and resolved over 10 critical bugs in a legacy codebase, leading to improved loading times and reliability.
- Collaborating in a team of about 10 people, adhering to agile methodologies and working with other engineers, testers, database administrators, and product managers daily.

Software Engineer II | Brightspot | June 2021 – May 2023

- Led the backend development of over 5 enterprise projects, which consisted of communicating directly with clients weekly, estimating the effort of projects, guiding junior developers in completing their tickets effectively, and independently architecting and executing backend and migration solutions using Java and MySQL.
- Customized the CMS backend, which included creating custom APIs and integrating with external services such as AWS, Getty, Google Analytics, Adobe Target, Reuters, and more.
- Managed the full release cycle for the over 7 projects, from deploying to lower EC2 environments to performing rollouts in Kubernetes production environments, while maintaining configurations and conducting health monitoring.
- Mentored a summer intern for 3 months, focusing on enhancing technical skills and career development through daily calls and guiding the completion of significant project tickets for presentation to the company.

Mobile App Developer | Freelancer | August 2020 – Present

- Built a freelancing side-business specializing in full-stack Flutter and Unity mobile application development, gathering requirements, architecting full-stack solutions from the ground-up, designing layouts and UI, and releasing 3 apps for long-term clients.
- Collaborated with a mentoree in leading the development of a full-stack application, instilling best practices like clean code, Test-Driven Development (TDD), Agile methodologies.

Skills

- **Programming Languages:** Dart, TypeScript, Java, C#
- **Frameworks:** Flutter, Next.js, Apache Struts, Unity
- **Backends & Databases:** Firebase, AWS, Appwrite, SQL
- **Tools:** Github, Docker, Kubernetes, Figma, Jira
- **Methodologies:** Agile Development, CI/CD, Test-Driven-Development, Clean Code

Projects:

- **Portfolio:** <https://www.jakeboychenko.com/> Developed a Next.js portfolio website featuring a visual resume, project details, and a blog, with SQL for data management. Demonstrated expertise in full-stack development and effective communication of technical projects.
- **Valet Budget:** <https://www.valetbudget.com/> Created a Flutter app for efficient budget management across Android, iOS, and web, featuring Firebase authentication, Firestore database, and user-customizable rules.
- **SafeAlone:** <https://www.safealoneapp.com/> Engineered a full-stack Flutter mobile app with real-time location tracking, authentication, and push notifications. Achieved over 1,500 registered users, offering peace of mind through an 'alert mode' that notifies friends if a user fails to enter their pin within a set time.
- **Sign Partner Pro:** <https://spplite.com/> Developed a suite of Flutter apps for Android and iOS, designed to revolutionize the sign industry. The Pro version offers comprehensive project management for businesses, while the Lite version allows end users to view signs in AR and request quotes. Both apps feature Firebase for backend operations, including authentication, storage, and Firestore, and integrate Unity for advanced AR capabilities.
- **Chess++:** <https://store.steampowered.com/app/1388760/> Launched a 3D chess game on Steam inspired by Raumschach. Developed with Unity, this project was a collaboration with a graphic designer and musician. It has garnered high praise in all reviews and attracted over 150 purchasers, highlighting its innovative gameplay and quality.
- **Flood:** <https://www.jlogicalapps.com/flood> Create a Dart-based framework enhancing Flutter development with a composable architecture. Features automated styling, custom routing, Firebase/Appwrite integrations, and DDD entity management. Notably includes automated release management and a Dart backend integration, streamlining the development to deployment journey and ensuring robust, scalable applications.

Education

Bachelor of science | May 2021 | James Madison University

- Major: Computer Science; Minor: Mathematics