

Jake Boychenko

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

Results-driven Software Engineer experienced in full-stack mobile and web application development. Proven ability to lead projects from conception to launch, mentor team members, and effectively interface with clients. Proficient in Java, Dart (Flutter), and C# (Unity), with operational skills in AWS and Kubernetes. Committed to building applications with lasting impact.

Experience

Software Engineer II | Pangiam | August 2023 – Present

- Involved in the enhancement and maintenance of mission-critical government applications.
- Utilize Java EJB, Struts, and JSP in full-stack development.
- Collaborate in a cross-functional team, adhering to agile methodologies.

Software Engineer II | Brightspot | June 2021 – May 2023

- Led backend development and data migration for over 5 enterprise projects, analyzing and transitioning various data structures (SQL, JSON) to our platform.
- Customized CMS backend, including Java modifications, custom API creation, and integration with external services (AWS, Getty, Google Analytics).
- Managed full release cycle, from lower environment to production, along with configuration and health monitoring using Kubernetes.
- Mentored a summer intern, focusing on technical skill enhancement and career development.

Mobile App Developer | Freelancer | August 2020 – Present

- Built a side-business specializing in full-stack Flutter mobile application development: [JLogical Apps](#).
- Seamlessly integrated Flutter with Unity and Firebase to deliver comprehensive app solutions.
- Innovated with [Flood](#), a custom-built Flutter framework designed to streamline and enhance the app development process.
- Collaborated with a mentoree in leading the development of applications, instilling best practices like Test-Driven Development (TDD) and Agile methodologies.
- Maintained long-term client relationships, with multiple satisfied clients and the successful release of 4 full-stack Flutter applications.

Game Developer | Self-Employed | August 2020 – September 2020

- Spearheaded the design and development of Chess++, a 3D chess game, using Unity and C#.
- Collaborated with other creatives to incorporate graphics and sound, enriching the gameplay experience.
- Managed end-to-end processes, including legalities, marketing, and distribution via Steam.

Software Developer Intern | Bluemont Technology & Research, Inc. | May 2019 – August 2020

- Developed network analysis tools which incorporated multiplayer virtual reality using Unity.

Skills

- **Languages & Frameworks:** Dart, Flutter, Java (Gradle, JSP, EJB, Struts), C#, Unity
- **Tools and Methodologies:** GitHub, CI/CD, SQL NoSQL, AWS, Firebase, Docker, Kubernetes, Jira, Agile Development, Test-Driven-Development

Portfolio:

- **Interactive Portfolio:** <https://jakeboychenko.com/>
- **Freelancing Website:** <https://www.jlogicalapps.com/>
- **Projects Released:**
 - Valet Budget: <https://www.valetbudget.com/> An automated budgeting app that allows you to customize rules for your envelopes. Built with Flutter and Firebase.
 - SafeAlone: <https://www.safealoneapp.com/> An app focused on safety by implementing realtime location tracking and push notifications to your friends. Built with Flutter and Firebase.
 - Chess++: <https://store.steampowered.com/app/1388760/> A 3D chess game built using Unity.
 - Sign Partner Pro: <https://spplite.com/> A collection of apps built with Flutter and Firebase that integrate with Unity to view signs in AR.
- **GitHub:** My personal GitHub profile with several open-source repositories I developed in college: <https://github.com/jaboyc>

Education

Bachelor of science | May 2021 | James Madison University

- Major: Computer Science; Minor: Mathematics