

Jamal Williams

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SKILLS

Full Stack Developer with 1 year of experience committed to delivering high-quality, scalable solutions.

Tech Stacks: JavaScript (React, NextJS, NodeJs, TypeScript), HTML, CSS (TailwindCSS), Java, Testing Frameworks (Jest, JUnit), RESTful APIs, Git, CI/CD, MongoDB, SQL, Firebase/GCP, Vercel

EXPERIENCE

Dungeon Realms

Remote

Software Engineer

Apr 2021 - Mar 2023

- Collaborated with a cross-functional team of 10 developers, designers, and project managers. Played a key role in virtual stand-ups, code reviews, and pair programming sessions.
- Developed a sophisticated entity and inventory state management system, ensuring data integrity despite unexpected errors during gameplay.
- Crafted user interfaces for missions with Java to create responsive and consistent user experiences.
- Participating in engineering efficient backend services using Java, optimizing data transactions with MongoDB and SQL databases.
- Established a robust testing culture by consistently writing unit tests for every task owned.
- Diagnosed and rectified latency issues and lag spikes by investigating server logs.
- Developed a Discord bot application with TypeScript, automatically integrating player subscriptions with user roles in the game's Discord community.
- Coordinated frequent QA playtests, documenting feedback and implementing changes based on results.
- Proactively documented code and wrote design documents, ensuring consistent development practices and clear communication.

McDonald's

Stafford, VA

Crew Member

Apr 2019 - Oct 2020

- Ensured accuracy by exhibiting strong attention to detail when handling food and taking orders.
- Worked collaboratively with fellow team members to guarantee efficient shift operations.
- Supervised trainees and provided direct assistance to ensure proper following of company protocol.
- Shifted between front and back-of-house roles within the restaurant, adapting to various work environments.

PROJECTS

UrbanCart: An e-commerce dashboard project developed using **NextJS**, **NodeJS**, and **MySQL**, which allows for managing stores and analyzing data with **Recharts**, integrating checkouts with the **Stripe API**.

Osu4J: An API abstraction framework project for Osu using **Java** and **Jackson**, allowing services and apps to interact with Osu API v2 with a robust caching algorithm, improving response times handling game data.

Booga: A social media application project using **React**, **Firebase** (Google Cloud Platform), which implements a **RESTful API** to streamline retrieval and manipulation of user data

Game Projects: Developed dozens of game projects using game engines and platforms such as **3DRad**, **GameMaker**, **Construct 2**, **Roblox**, and **Sploder**.

EDUCATION

Colonial Forge High School

Grad. 2019

Studied HTML, CSS, and VB.NET in Programming 6640

Officer of Colonial Forge Programming Club in 2019