Jaxon Poentis

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EDUCATION

Washington University in St. Louis, St. Louis, MO   *May* 2027
Bachelor of Science, Computer Science + Math

- GPA: 3.74/4.0
- Awards: ***Eagle Scout, Anheuser-Busch Scholar, Dean List***
- Relevant Coursework: *Data Structures Algorithms, Systems Software (C, x86 Asm), and Parallel and Concurrent Programming (Java), Object-Oriented Programming (C++), Rapid Prototype Dev (PHP, Python, MySQL, JS)*

PROFESSIONAL EXPERIENCE

WashU DevStac, St. Louis, MO   *Apr. 2025 – Present*
Software Developer

- Developed an order management dashboard using **React.js, Node.js,** and **Supabase**, allowing users to add, track, and manage purchases in real time.

X-Ray XR, St. Louis, MO   *Sep. 2024 – Jan. 2025*
Software Project Lead

- Led development of an XR healthcare assistant using **Unity3D** and **MetaQuest**, integrating a **Python/FastAPI** backend for real-time medical data retrieval.
- Built wrist-mounted UI feature enabling seamless in-environment access to patient data, improving workflow efficiency.
- Managed a team of 5 developers, coordinating sprints, code reviews, and feature integration.

Flashcardify, St. Louis, MO   *Sep. 2024 – Nov. 2024*
Software Engineer Intern

- Developed a community sharing feature for flashcards with using **Next.js** and **PostgreSQL** enabling more than 100 users to share decks via links.

PROJECTS

Swarm Robotics | *WashU Robotics Software Lead* | *C++, Python, Ros2, Pub/Sub*   *Sep 2023 – Present*

- Architected a modular **ROS2 Humble** data pipeline for real-time robotic control, integrating overhead camera input, HSV-based filtering, position estimation, and pub-sub messaging with **Python** and **C++.**
- Implemented a custom ROS2 PID action server to control robot movement based on position data, enabling responsive, autonomous motion.
- Designed and deployed a control algorithm to coordinate multiple robots in following geometric paths and forming collective shapes through distributed path planning and iteration

CapyCampus | *Solo Dev* | *Node.js, Express.js, Go, TypeScript, React.js*   *Feb. 2025 – Present*

- Built a real-time game socket server in **Go** using **Gin** and **Gorilla WebSocket**, enabling player connections and custom byte packet parsing.
- Designed an event bus and action queue system to facilitate concurrent communication between the socket manager and game logic manager.
- Developed a browser-based client with **React.js** and **Phaser.js**, supporting click-to-move navigation and multiplayer visibility in a shared game world.

ENGINEERING LEADERSHIP & CAMPUS INVOLVEMENT

Google Developer Student Groups, St. Louis, MO   *Jan. 2025 – Present*
Core Team Lead

- Helped Organized Google DevFest St. Louis with over 200 RSVPs, coordinating speakers, logistics, and outreach to expand local developer engagement.
- Hosted a two-day **Full Stack Tech Workshop**, guiding 20 students through hands-on training in **React.js**, **Node.js, TypeScript,** and **Express.js** to build dynamic web applications

SKILLS

Frameworks & Technologies: React.js, Node.js, Express.js, Next.js, Supabase, PostgreSQL, MongoDB, Unity3D, Vercel, Gin, Gorilla WebSocket, OpenCV, ROS2 Humble, Socket Programming, REST API Design, WebSockets, Phaser.js, Git,
Program Languages: *C++, C, Javascript, TypeScript, Java, Python, C#, Go, Dart, HTML/CSS, PHP, MYSQL, ASM*