

Email: joegutman.dev@gmail.com
Text: (360) 567-7420

JOE GUTMAN

Portfolio: joegutman.dev
GitHub: [joegutman](https://github.com/joegutman)
LinkedIn: [joegutman](https://www.linkedin.com/in/joegutman)

SUMMARY

Self-taught developer and designer pursuing a Computer Science degree to expand my ability to build thoughtful, helpful technology. I care deeply about how things feel to use and enjoy solving problems through design, code, and collaboration. Seeking an internship where I can contribute to projects that improve how people live and work.

EDUCATION

Western Governors University

Dec 2024 - Present

B.S. in Computer Science – In Progress

Hack Reactor Bootcamp

May 2023 – Aug 2023

Software Engineering Online Immersive

- Focused on full stack JavaScript development using React, Node.js, and MongoDB.
- Gained experience in agile workflows, pair programming, teamwork, and real-world problem-solving.

PROJECTS

Personal Life Assistant

2024 – Present

Developer | AI-powered voice assistant | Python, Flask, Godot

- Building a context-aware assistant for task management through natural conversation.
- Built a responsive, expressive frontend using the Godot game engine.
- Implemented an AI powered **SQL** backend to contextually handle user inputs and drive logic.
- Designing an offline-first system to support privacy and security.

Table Top Tracker

July 2023

Team Lead | Board Game Management App | React, Node.js, MongoDB

- Led a team of 8 in building an app for organizing and discovering tabletop games.
- Designed a playful UI with a “Game Master” guide to enhance usability and engagement.
- Directed app flow and design while supporting team productivity and coordination.
- Integrated an AI chatbot to help users find new games to play based on input preferences.

SKILLS

- **Languages:** Python, JavaScript, CSS, HTML, SQL
- **Frameworks/Tools:** Flask, React, Node.js, Git
- **Databases:** MongoDB, MySQL, PostgreSQL
- **Other:** REST APIs, UI/UX design, Graphic design, Photoshop, Illustrator, 3D modeling, Blender