Joseph Ressler

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PROFESSIONAL SUMMARY

Versatile Software Engineer with proven experience in Blazor, Cloud Engineering, and machine learning, specializing in building scalable web applications and robotic & IoT interfaces. Demonstrated success in leading development projects, optimizing system performance, and mentoring team members to achieve project milestones. Skilled in translating complex technical challenges into innovative solutions.

EDUCATION

Clark University — Worcester, MA
B.A. in Interactive Media: Game Programming — *Aug. 2020 – May 2024*

EXPERIENCE

Accu-Assembly Inc. — North Reading, MA
Full Stack Software Engineer — *September 2024 – Present*
- Developed full-stack Blazor Server applications interfacing with robotic and IoT devices, improving system integration by 40%
- Designed and trained custom computer vision models for object classification and segmentation, achieving 95% accuracy
- Mentored and upskilled two team members on emerging machine learning technologies, expanding team's technical capabilities

KC Embers — Barrington, NH
Game Programmer — *January 2024 – September 2024*
- Engineered backend components for core gameplay systems, enhancing overall game performance
- Refactored existing code to implement advanced object-oriented programming principles, improving code maintainability

Clark University — Worcester, MA
Teaching Assistant, Computer Programming C++ — *August 2023 – May 2024*
- Facilitated student learning by delivering clear, concise explanations of complex programming concepts
- Provided comprehensive code debugging support in classroom, office hour, and tutoring environments

Alumni Ventures — Manchester, NH
Special Project Assistant — *June 2023 – August 2023*
- Conducted in-depth research to establish groundwork for an industry-specific focus fund
- Performed data analysis and generated strategic reports to track project progress and measure key success metrics
- Optimized CRM automation within HubSpot to enhance data management efficiency and accuracy

PROJECTS

AccuCart Blazor IoT interface App | *C#, Blazor, IoT*
- Developed data-interfacing web application using Blazor as a port for Microsoft Foundation Class application
- Implemented secure data access and manipulation using EntityFramework Core to enable robust two-way IoT communication

AccuLift Blazor Service App | *C#, Blazor, Javascript*
- Created Windows Service application for robot and data interfacing using Blazor
- Ensured secure data manipulation through EntityFramework Core implementation

Flask Website | *Linux, Nginx, MariaDB, Flask, React, AWS EC2, Docker*
- LEMP React<>Flask web application featuring Retrieval-Augmented Generation (RAG) Large Language Models, and a comprehensive data-backed user authentication system.

Zenatria | *Unity, C#, Git*
- Designed and developed Tower Defense game demo showcased at PAX East

TECHNICAL SKILLS

Languages: C#, Python, JavaScript/Typescript, C++, HTML, CSS, Shell/Bash Scripting, Lua
Databases & Data Tools: SQL, Relational Database Design, mongoDB, EntityFramework, SSMS, MySQL Workbench, DataGrip, Tableau
Frameworks & Libraries: .NET 8.0, React, Flask, Blazor, torch & torchvision, jQuery, openai, opencv, PIL, wtforms, mysql, llama_index, ZXing/Quagga, jupyter/ipykernel, Bootstrap
Developer Tools: Git Ecosystem (LFS, GHub) Visual Studio, VS Code, Jira, Wordpress, Unity, JetBrains IDEs, Cloudflare, Sentry, Trello, GitHub Copilot, Cursor, Roblox Studio, CVAT, Inno Setup, Jenkins
Cloud/Remote Platforms: AWS (EC2, EBS, Lightsail, S3), Google Cloud Run, Docker, WSL
Soft Skills: Prompt Engineering, Agile, Scrum, CI/CD, Machine Learning, Live Service development & debugging, Waterfall, Internet of Things