

# Joseph Ressler

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## PROFESSIONAL SUMMARY

Versatile developer and software engineer with proven experience in Blazor, Cloud Engineering, and artificial intelligence, specializing in building custom web applications, robotic & IoT interfaces, and retrieval-augmented generation. Demonstrated success in production development projects, optimizing system performance, and collaborating with team members to achieve project milestones. Skilled in translating complex technical challenges into innovative solutions.

## EDUCATION

### Clark University

B.A. in Interactive Media: Game Programming

Worcester, MA

Aug. 2020 – May 2024

## EXPERIENCE

### Accu-Assembly Inc.

Full Stack Software Engineer

North Reading, MA

September 2024 – Present

Developed full-stack Blazor Server applications interfacing with robotic and IoT devices, improving system integration by 25%  
Designed and trained custom computer vision models for object classification and segmentation, achieving >95% accuracy  
Wrote and implemented a versatile plugin system to extend products for alternate customer needs across multiple user stories.

### KC Embers

Game Programmer

Barrington, NH

January 2024 – September 2024

Engineered backend components for core gameplay systems, enhancing overall game performance  
Refactored key existing code to implement advanced object-oriented programming principles, improving code scalability and maintainability

### Clark University

Teaching Assistant, Computer Programming C++

Worcester, MA

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

Special Project Assistant

Manchester, NH

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, SQL

Developed a heavily data-interfacing web application using Blazor  
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 (TS), Golang, AWS EC2, Docker

LEMP web application featuring Retrieval-Augmented Generation (RAG) Large Language Models, voice-recognition Go microservices, 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, FileMaker Pro, Tableau

**Frameworks & Libraries:** .NET 8.0, React, Flask, Blazor, Redux, torch & torchvision, Jest, jQuery, openai, opencv, PIL, wtforms, mysql, llama\_index, ZXing, jupyter/ipykernel, Bootstrap, Vosk

**Developer Tools:** Git Ecosystem (LFS, GitHub) Visual Studio, VS Code, Jira, Unity, Cloudflare, Sentry, Trello, GitHub Copilot, Cursor, Roblox Studio, CVAT, Inno Setup, Jenkins

**Cloud/Remote Platforms:** AWS (EC2, EBS, Lightsail, S3), Google Cloud Run, Docker (Compose), WSL

**Soft Skills:** Prompt Engineering, Agile, Scrum, CI/CD, Machine Learning, Live Service development & debugging, Waterfall