Joseph Ressler

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EDUCATION

Clark University   Worcester, MA
Bachelor of Arts in Interactive Media: Game Programming   *Aug. 2020 – May 2024*

EXPERIENCE

Full Stack Software Engineer   September 2024 – Present
Accu-Assembly Inc.   *North Reading, MA*
- Developed full stack Blazor Server applications that interact with robotic and IoT devices.
- Prepared and trained bespoke computer vision models for classifying and segmenting objects.
- Upskilled two other employees on emerging machine learning technologies and tools so that they could assist with the computer vision project.

Game Programmer   January 2024 – September 2024
KC Embers   *New Hampshire*
- Contributed as backend engineer on core gameplay components.
- Reworked key systems with better object oriented principles

Teaching Assistant, Computer Programming C++   August 2023 – May 2024
Clark University   *Worcester, MA*
- Explained complex programming concepts in a clear and concise manner to students
- Assisted and walked students through debugging their code in classroom, office hour, and tutoring settings

Special Project Assistant   June 2023 – August 2023
Alumni Ventures   *Manchester, NH*
- Laid the groundwork research for an industry-specific focus fund, then conducted data analysis and generated reports to track project progress and measure success metrics
- Fine-tuned automation within HubSpot CRM to optimize the efficiency and accuracy of data management processes

PROJECTS

AccuCart Blazor IoT interface App | *C#, Blazor, IoT*
- Data-interfacing webapp written with Blazor designed as a port for a Microsoft Foundation Class app.
- App features secure data access & manipulation via EntityFramework Core to enable asynchronous two-way IoT communication

AccuLift Blazor Service App | *C#, Blazor, Javascript*
- Robot & Data-interfacing Windows Service app written with Blazor.
- App features secure data manipulation via EntityFramework Core.

Flask Website | *Python, Flask, AWS Lightsail, MySQL, Docker*
- Data-backed full stack Web app featuring 3 LLM.

Zenatria | *Unity, C#, Git*
- C# Unity Tower Defense Game live demo'd at PAX East

TECHNICAL SKILLS

Languages: C#, Python, JavaScript, Python, C++, TypeScript, HTML, CSS, Shell Scripting, Lua, Java
Databases & Data Tools: SQL (MySQL, SQLite, T-SQL), MongoDB, EntityFramework, SSMS, MySQL Workbench, DataGrip, Tableau, Mode Analytics
Frameworks: React, Bootstrap, Flask, Blazor
Developer Tools: Git, Git LFS, GitHub, Visual Studio, VS Code, Jira, Unity, JetBrains IDEs, Cloudflare, Sentry, Trello, GitHub Copilot, Cursor, Roblox Studio, GIMP, CVAT, Inno Setup
Cloud/Remote Development: AWS, Google Cloud, Docker, AWS S3, WSL, AWS Lightsail, Google Cloud Run
Libraries: torch & torchvision, flask, openai, opencv, PIL, wtforms, mysql, llama_index, jupyter/ipykernel
Soft Skills: Agile, Scrum, CI/CD, Machine Learning, Live Service development & debugging, Waterfall, Database Design, Internet of Things