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 | *Python, Flask, AWS Lightsail, MySQL, Docker*
  Developed full-stack web application featuring 3 Retrieval-Augmented Generation (RAG) Large Language Models, then implemented comprehensive user authentication system
  Deployed and hosted application on AWS infrastructure

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 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, flask, 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 (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