

John Gray

Software Engineer

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TECHNICAL SKILLS

- Programming Languages** | Python 3, JavaScript ES6+, TypeScript, SQL, HTML5, CSS, C#
- System Design** | Monoliths, Microservices, Domain-driven design, REST, Message passing, Event sourcing
- Back-End** | FastAPI, Django 4, PostgreSQL, MongoDB, CI/CD, Node, AWS
- Front-End** | React, DOM manipulation, Websockets

RELEVANT PROJECTS

Full Stack Engineer | Booky | <https://gitlab.com/booky7/booky> May '24

FastAPI, React, Docker, JavaScript, Python, HTML, AWS, CI/CD

- A book club scheduling app that raises the stakes with a betting system which incentivizes readers to finish their books and win big!*
- **Worked within a team** of four to **conceptualize, develop and deploy** a RESTful React app using a **FastAPI framework**
 - Implemented **asynchronous programming** to craft a **fun betting system** that **positively reinforces user participation**

Full Stack Engineer | CarCar | gitlab.com/johnthomasgray1/project-beta Mar '24

Django, React, Docker, JavaScript, Python, HTML, CSS

- A dynamic web application designed to handle service appointments, sales and inventory for a car dealership.*
- Deployed versatile **front and back end components** in a **microservices architecture** in **collaboration with a partner**
 - Combined **React** with **RESTful APIs** to craft a responsive and **multi-faceted user experience**

Developer | Candy Cruisers | github.com/john-thomas-gray/Candy-Cruisers Mar '24

Unity, C#

- Addictive 2D top-down space shooter/puzzle video game. It's "Candy Crush meets Space Invaders"!*
- **Developed game mechanics** to craft a dynamic and exciting **player experience**
 - Architected a **modular development environment** with **event systems**. Implemented **serialized fields** to empower non-technical designers

PROFESSIONAL EXPERIENCE

Full Stack Software Developer Volunteer | The Change Climate Project Jun '24 - Present

- Continuous integration and continuous deployment of a **large-scale application**
- **Working remotely** with a team of developers to **maintain a robust codebase** with multiple repositories

Founder & Operations Director | Wadjet LLC Apr '20 - Present

- Develop and improve **project management workflows** to produce enhancement and **post-production deliverables** for film, television, corporate videos & government agencies
- Create **project roadmaps**, requirements, milestones and deadlines. **Manage day to day operations**. Negotiate orders. Assess risks. Prepare **contingency** and **mitigation strategies**. **Communicate with key stakeholders** and team members to track and report progress
- **Onboard** and **coordinate team members** in varied roles. Foster communication within **diverse teams**
- Create **data analytics** systems and spreadsheets to track financial performance and **guide sales**
- Conduct **marketing** practices including website creation, **networking**, social media and blogging
- Design and **maintain company content's style** with quality standards, style guides and **talent coaching**

Localization Specialist | Point 360 Jul '17 - Jan '20

- Managed deadlines and workflows with **Oracle** production system software to **streamline production**
- Created **audio description, captions, subtitles** and other enhancement deliverables for **film & TV**, using **Oona** and **ADR Master**

Localization VFX Artist | Bazalevs Group Apr '18 - Aug '18

- Constructed **15 alternate language versions** of films, using **Adobe After Effects**, for **Sony's global distribution strategy**

EDUCATION

Hack Reactor | Advanced Software Engineering Immersive Program May '24

- Collaborate with peers to design and build scalable full-stack monolithic and microservice applications

College of the Holy Cross | Bachelor of Arts English Jul '15