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Professional Summary

Fullstack software engineer with experience designing, developing, and maintaining modern web applications, backend automation tools, and distributed systems. Skilled in both frontend and backend development, with a strong foundation in Java and C++ and practical knowledge of JavaScript, React, Node.js, SQL/PostgreSQL, and cloud deployment. Adept at building scalable applications, optimizing performance, and translating requirements into robust solutions. Proven ability to collaborate and lead in remote teams, maintain a clean and reliable codebase, and deliver iterative releases on schedule.

Skills

Programming Languages & Frameworks:
• (7 yrs) Java, C++
• (5 yrs) JSON, Bash, CSS, HTML, XML
• (3 yrs) JavaScript, C, Mod development (Stellaris & Minecraft)
• (2 yrs) Python, React, Node.js, Prisma, SQL, PostgreSQL, Lua
• (1 yr) PyTorch, TensorFlow, React Native, C#

Software Development & Design:
• (7 yrs) Object oriented design & software analysis
• (4 yrs) SDLC, (3 yrs) Fullstack Web App Development, Database Design, Code Reviews

Japanese 日本語 (N5 level), **Chinese 中文** (HSK1 level)

Project & Team Management:
• (4 yrs) Leadership during development, Managing concurrent projects
• (3 yrs) Agile / Scrum in a fully remote environment

Software Testing & Tools:
• (3 yrs) Unit testing, Git / repository management
• (2 yrs) DevOps, CI/CD pipelines, Cloud service management (Oracle, AWS, Vercel, Self hosted)
• (1 yr) Docker, Familiarity with containerization

Systems & Infrastructure:
• (8+ yrs) Server hosting, Hardware assembly, Diagnostics, Windows
• (7 yrs) Linux system administration
• (5 yrs) Network administration, (4 yrs) KVM/QEMU

Design & UI/UX:
• (5 yrs) UI/UX design, accessibility standards, UML diagrams
• (2 yrs) Figma, HCI principles, responsive design, design systems

Education

Ira A. Fulton Schools of Engineering at Arizona State University:
Bachelor of Science in Software Engineering, 2025
GPA: 3.59 | Undergraduate Teaching Assistant for SER 321 (Distributed Software Systems)
Schenectady County Community College:
Associate of Applied Science in Computer Science, 2020

Selected Projects

Rollodex Web App (Capstone): Co-led remote fullstack development using React, Node.js, Prisma, and PostgreSQL. Held major role in designing APIs / database schemas, and enforcing accessibility and a shared design system. Implemented templated forms and fully redesigned search / filter logic and UI. Drove data modeling and query optimization to cut search latency from 5s to 200ms on moderate datasets. As repo maintainer (Git master) established branching / review practices, authored technical documentation, delegated work, and led two week Scrum sprints to rapidly ship iterative releases.
VM Setup with GPU Passthrough: Deployed optimized Win10 virtual machines w/ GPU passthrough using KVM/QEMU.
Stellaris & Minecraft Modding: Created and integrated custom gameplay / UI features using Java, Lua, and JSON.
NextCloud on Home Server: Designed and deployed a private cloud server for secure file sharing.
Self-Hosted Game Servers: Deployed, managed, and optimized 10+ multiplayer game servers.

Experience

Arizona State University, Phoenix, AZ (Remote): UGTA for SER 321, March – May 2024
Designed and coded an assignment ("Wheel of Fortune" Java client-server app). Mentored students in designing distributed systems hosted on AWS and debugging client-server architectures.
Captech Logistics, Scotia, NY: Industrial Technician, June 2020 – Present
Designed workflow improvements to streamline packaging operations. Maintenance / troubleshooting of packaging systems.
BAM Logistics, Cobleskill, NY: Digital Fabrication Intern, Summer 2022
Developed digital designs in Inkscape, producing signage & prototypes. Managed fabrication on a CNC laser cutter.