

JULIÁN A AVAR C

+1 (862) 465-3538 | NJ & NY | julian-a-avar-c@proton.me | github.com/julian-a-avar-c | linkedin.com/in/julian-a-avar-c

WORK EXPERIENCE

Technology Instructor · Unidad y Fe, Iglesia Evangélica Luterana Queens, NY · Jan 2025 — Present
– Instructing basic tech skills to individuals with limited experience, focusing on mobile, computer, and cloud use

Computer Science Tutor NJ & NY · May 2024 — Present
– Educating on *Computer Science* topics such as *Algorithms*, *Data Structures*, and *Programming Paradigms*
– Tutoring students on *Software Engineering* with *Frontend*, *Backend*, and applicable *Programming Languages*
– Nurturing various tooling-related skills such as *Linux*, *Git*, *Bash*, and other miscellaneous tools and processes

Fullstack Developer & IT · Processing & Automation Consultancy Solutions Warren, NJ · Jun 2023 — Present
– Transitioned main promotional website from *WordPress* to *Astro*, *React*, and *Tailwind*, reducing page load by average 5 seconds
– Built and maintained business infrastructure hosted on *AWS* (*Pulumi* + *NixOS*)
– Migrated email service from *cPanel* to *Microsoft 365 Exchange*, for business ease of use

Research Assistant · University of Illinois at Urbana-Champaign (UIUC) Champaign, IL · Jan 2023 — Jun 2023
Community Involvement: *American Association for Aerosol Research Member*, *Philosophy Club Member*
– Translated cluster legacy system and codebase (atmospheric simulator) from *Fortran 90* to *Julia*

Systems Software Engineer · Frasca International Champaign, IL · Apr 2022 — Dec 2022
– Integrated aircraft simulation systems for various planes and helicopters using *MSVC C++* and *C#*
– Manually implemented, decoded, and reverse-engineered various avionics networking protocols
– Created tools for internal development and manufacturing usage using *WPF*
– Introduced unit testing to internal tools with *NUnit*

Backend & Unity Developer · John Deere Moline, IL · Jan 2022 — Mar 2022
– Refactored in-house CRM system by introducing *TypeScript* into *Node.js* codebase
– Developed prototypes for simulation of hydraulic components for instructor use (*Unity* & *Godot*)
– Built *Unity* templates and library foundations for future projects

Programming Tutor · ID Tech Campbell, CA · May 2021 — Dec 2022
– Taught *HTML/CSS/JavaScript/TypeScript*, *Python*, *Java*, and *C#* to over 100 students ages 11–18

EDUCATION

B.S. Computer Science · Illinois Institute of Technology Chicago, IL · Jan 2025 — Jan 2027

A.S. Computer Science · Full Sail University Winter Park, FL · Nov 2020 — Nov 2023
Community Involvement: *Coding Club Vice President*

PROJECTS

Over-Engineered Resume
– Modern interactive resume using *React*, *Next*, *TypeScript*, and *Tailwind*. Integrated *NeonDB* and *Hasura* for *GraphQL* use, and implemented *RESTful* paths for saving resume configurations.

SKILLS

Basics *JavaScript*, *TypeScript*, *C#*, *Java*, *Python*, *Scala*, *Ruby*, *C++*, *Julia*, *PHP*, *Bash*, *Regex*, *Git*, *REST*, *Jira*
Front *Astro*, *Next*, *Solid*, *Gulp*, *Rollup*, *Parcel*, *Vite*, *Tailwind*, *Material UI*, *Radix UI*, *Emotion*, *Stylable*
Back *Express*, *SocketIO*, *Nest*, *EffectTS*, *Django*, *Spring*, *ZIO*, *Play!*, *Protobuf*, *Smithy4s*, *Postman*, *Swagger*
App *JavaFX*, *WPF*, *Android*, *React Native*, *Expo*, *Electron*, *ScalaFX*
DB *SQL*, *MySQL*, *PostgreSQL*, *CockroachDB*, *NeonDB*, *NoSQL*, *MongoDB*, *Neo4j*
Infra *Jenkins*, *Docker*, *Kubernetes*, *Nix*, *Terraform*, *Pulumi*, *Besom*, *AWS*, *Azure*, *CircleCI*
Misc *MSVC*, *GCC*, *CMake*, *Ninja*, *SCons*, *Boost*, *C++ STL*, *DTD*, *XSD*, *CVS*, *SVN*, *Pijul*, *DSLs*, *ZSH*, *Fish*, *Maven*, *Gradle*, *NPM*, *Yarn*, *PNPM*, *GraphQL*, *Hasura*, *Linux*, *Ubuntu*, *OpenSUSE*, *NixOS*, *Vim*, *Matrix*, *Godot*, *Unity*, *Phaser*, *Raylib*