

JULIÁN A AVAR C

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WORK EXPERIENCE

- IT, Fullstack Developer** · World Arts Warehouse School of Music Warren, NJ · Nov 2024 — Present
- Created promotional website and authed portal using *Next.js*, *Tailwind*, and *Supabase*
 - Created business management system to handle students, teachers, payments, and reservations
- IT, Fullstack Developer** · Processing & Automation Consultancy Solutions Brooklyn, NY · Jun 2023 — Present
- Migrated email service from *cPanel* to *Microsoft 365 Exchange*, for business ease of use
 - Transitioned main promotional website from *WordPress* to *Astro*, *React*, and *Tailwind*, reducing page load by avg. 5 secs
 - Integrated *Topline CRM* providing better data to sales department
- Computer Science Instructor** · Coder School Warren, NJ · 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
- 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 GUI *WPF* tools for internal development and manufacturing usage
- Backend, Unity Developer** · John Deere Moline, IL · Jan 2022 — Mar 2022
- Introduced *TypeScript* into *Node.js* in-house content management system
 - Developed prototypes for simulation of hydraulic components for instructor use (*Unity* & *Godot*)
 - Built *Unity* templates and library foundations for future projects

EDUCATION

- B.S. Computer Science** · Western Governors University Millcreek, UT · Jul 2025 — Present
- GPA: 3.0
- A.S. Computer Science** · Full Sail University Winter Park, FL · Nov 2020 — Nov 2023
- Community Involvement:** *Coding Club Vice President*

PROJECTS

- Spotify Clone**
- Music player and audio streaming app built with *Akka* and *Scala*. *React*, *Next.js*, *TypeScript*, and *Tailwind* on the frontend. Built on top of *Docker* + *Nix* for ease of reproducibility.
- 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. Final PDF export done with *typst* for maximal visual performance.

SKILLS

- Basics** *Python*, *C++*, *JavaScript*, *TypeScript*, *C#*, *Java*, *Scala*, *Ruby*, *Julia*, *PHP*, *Bash*, *Regex*, *Git*, *REST*, *Jira*
- Front** *React*, *Astro*, *Next.js*, *Gulp*, *Rollup*, *Parcel*, *Vite*, *Tailwind*, *Material UI*, *Radix UI*
- Back** *Express*, *SocketIO*, *Nest*, *EffectTS*, *Django*, *Spring*, *Play!*, *Protobuf*, *Smithy4s*, *Postman*, *Swagger*
- DB** *SQL*, *SQLite*, *MySQL*, *PostgreSQL*, *Supabase*, *CockroachDB*, *NeonDB*, *NoSQL*, *MongoDB*
- Infra** *AWS*, *Jenkins*, *Docker*, *Kubernetes*, *Nix*, *Terraform*, *Pulumi*, *Besom*, *Heroku*, *Vercel*, *Azure*, *CircleCI*
- Misc** *Linux*, *MSVC*, *GCC*, *CMake*, *SCons*, *Boost*, *C++ STL*, *DTD*, *XSD*, *CVS*, *SVN*, *Maven*, *Gradle*, *NPM*, *Yarn*, *PNPM*, *GraphQL*, *Hasura*, *Ubuntu*, *OpenSUSE*, *NixOS*, *Vim*, *Godot*, *Unity*