

# Sage Raflik

[raflik.sage@gmail.com](mailto:raflik.sage@gmail.com)

[github.com/neonfuz](https://github.com/neonfuz)

(707) 362 - 5705

Milwaukee WI

Full-stack software developer with a focus on frontend

Frontend	Backend	Application	Sysadmin
React, Angular, Svelte	Node, Deno, Python	C, C++, Rust, GDB	15 years linux
HTML, CSS, SVG	PostgreSQL, SQLite	Java, C#, Python	AWS, S3, SSH
Javascript, Typescript	MongoDB, CouchDB,	Unity3D, Android	Docker, git
Webpack, Rollup, Grunt	Redis	Nix, Haskell	

## Experience

**Geno.Me** | React, MongoDB, Express, Node | Nov 2022 - Present

Full stack developer for biomedical technology startup responsible for frontend of application.

Designed and implemented core features such as an interface to search anonymized healthcare data, and two factor authentication frontend.

**Warhog Financials** | MongoDB, Express, Angular, Node | 2015 - 2018, 2019 - 2022

Lead Full-Stack Developer for web based accounting software.

Migrated monolithic application from AWS Ubuntu 16.04 to a reproducible docker container.

Designed and implemented new features, trained new developers.

**Eden Farms** | React, CouchDB, Puppeteer | 2018 - 2019

Developed and maintained custom Seed to Sale software used throughout regulatory lifecycle.

Automated data entry to county regulated system.

**Freelance Development** | React, Gatsby, JAM stack, Netlify, jQuery | 2016 - 2021

Worked directly with clients to create business websites starting from discussion around core business concerns. Optimized SEO to reach top Google result for key searches.

**911 Enhanced** | Android, Java, C++ (audio) | 2014

Developed application to improve information sent to 911 dispatchers as part of the NG911 initiative.

Application sent location to TTY machines via Baudot code. Presented at Launch Milwaukee.

## Education

**University of Wisconsin - Milwaukee** | Software Development | 2016-2018

Took classes on Java development, Calculus, and the Japanese language

**Milwaukee Area Technical College** | Video Game Developer | 2014-2016

Learned Unity3D, C# development, and practices like code testing, Agile, Scrum, and Kanban.

Experienced working collaboratively with 40+ people on single project.