Nicolas Gonzalez

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Software Developer

Entry-level Software Engineer with 5 years of hands-on experience building backend systems, full-stack applications, and developer tools. Skilled in Python, JavaScript/TypeScript, Rust, and C/C++. Eager to grow within a collaborative team, contribute across the full Software Development Life Cycle (SDLC), and build scalable, reliable software in fast-paced environments.

Professional Experience

Fullstack Developer (Remote) - Bojano Homes LLC

September 2024 - March 2025

○ Built and deployed a full-stack property dashboard (Rust + TypeScript), showcasing full SDLC involvement from design to deployment.
○ Delivered responsive UI components and backend integration, supporting real-time property performance tracking.
○ Streamlined deployment by unifying frontend and backend systems, reducing complexity and costs.

Backend Developer (Hybrid) - Bojano Homes LLC

March 2023 - May 2023

○ Automated data ingestion (Python, MongoDB), reducing manual onboarding from hours to minutes.
○ Built and deployed a role-based reminder system (Python, PostgreSQL), providing bug fixes, enhancements, and ongoing support.
○ Ensured reliability with retry logic and error handling, aligning with debugging and troubleshooting responsibilities.

Projects

Minecraft Dashboard (Current Project)   🐙 nicdgonzalez/celestia

○ Designing and building a modern GUI for Minecraft server management using **Rust + Java** for the backend, and Next.js for the frontend.
○ Writing custom Java code to interface directly with the Minecraft server, forwarding data to a Rust backend through HTTP callbacks.
○ Combining cross-language components into a single system, demonstrating adaptability, debugging across stacks, and system-level problem solving.

Monkeylang Interpreter   🐙 nicdgonzalez/monkey

○ Reimplemented a programming language interpreter in Rust from the ground up, demonstrating the ability to translate requirements across languages while delivering a robust, maintainable system.
○ Strengthened debugging skills by identifying and resolving complex parsing and runtime issues during development.
○ Delivered a reliable, maintainable codebase with extensive, iterative testing.

Command-line Argument Parser   🐙 nicdgonzalez/clap

○ Built a reusable CLI argument parser that generates commands and options dynamically from function signatures, reducing boilerplate.
○ Enhanced maintainability and flexibility by designing extensible parsing logic that supports new argument types with minimal effort.
○ Demonstrated full SDLC practices, from initial design to testing and release.

CLI for Managing Minecraft Servers   🐙 nicdgonzalez/orbit

○ Built a command-line tool for managing Minecraft servers, supporting safe server version upgrade (and downgrades), configuration management, plugin handling, and automated backups.
○ Implemented caching mechanisms to reduce redundant HTTP requests, improving performance and efficiency.
○ Delivered a feature-rich tool with comprehensive logging and test coverage, ensuring reliability and maintainability.

tmux Session Manager   🐙 nicdgonzalez/orbit

○ Built an interactive tmux session manager using fzf for a fast search and navigation.
○ Engineered error handling, dependency checks, and exit code management for dependable automation.
○ Improved developer productivity by streamlining multi-session workflows in terminal environments.

Additional Experience

Developer Mentor (Independent)

- Guided aspiring developers in learning programming fundamentals, version control (Git), and debugging practices.
- Helped peers transition into software development by teaching real-world workflows and coding best practices.

Open Source Contributor

- Contributed to open-source projects by improving documentation, fixing minor issues, and submitting feature enhancements.
- Collaborated with maintainers and followed contribution workflows, reinforcing ability to adapt to established codebases and team practices.

Education

Sickles High School   Tampa, FL

High School Diploma   05/2018

Graduated with Honors, GPA: 4.0

Technical Skills

Programming Languages: Java, Python, C, C++, Rust, JavaScript, TypeScript, Bash Script, Lua, Golang

Web Frameworks: Java Spring (basic exposure), Spring Boot (learning), Axum, FastAPI, Solid.js, Next.js, TailwindCSS

Databases: SQLite, PostgreSQL, MongoDB

Cloud & Deployment: AWS Lambda, Shuttle, Vercel, Heroku

Tools: Git, Systemd, Crontab

References

Available upon request.