Paul Vinueza

Full Stack Engineer

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Summary

Ever since I got into software, I've looked at the apps and tools I use with a different lens — thinking about how they're built, how the pieces fit together, and why they work the way they do. That mindset led me to build full-stack systems, explore machine learning pipelines, and take the lead on a few real projects. I'm always trying to improve — not just what I build, but how I think about building it.

Skills

Golang • Prompt Engineering • PostgreSQL • TypeScript • React • Project documentation • Git • Software architecture

Projects

TinyAutomator
Apr 2025 – present

3 coworkers

Technologies: Golang • Software architecture • Workflow Automation • React • PostgreSQL

Designed and co-developed a lightweight no-code automation platform with a React Flow–based drag-and-drop interface for building trigger-action workflows. Built a modular workflow engine with Google API integration, step-by-step debugging, and a UX accessible to both technical and non-technical users.

Babel
Jan 2025 – Aug 2025 • 7 mos

4 coworkers

Technologies: Machine Translation • Fastapi • Python • Huggingface • Jira

Capstone project developing a multilingual translation tool for NATO use cases. Built backend with FastAPI and MVC to handle async translation using Hugging Face models, with selective fine-tuning. Benchmarked output with BLEU and COMET scores. Proposed task queue and SSE integration to improve latency. Wrote technical documentation and collaborated using Jira for structured development.

Atama
Aug 2024 – Dec 2024 • 4 mos

5 coworkers

Technologies: MERN Stack • MVC • AWS • Project management

Class project built as an introduction to full-stack development. Led a team of five as Product Manager to develop an Anki-inspired flashcard web app with gamification features such as XP, leveling, and badge rewards. Oversaw product planning, delegated development tasks, and contributed to both frontend and backend implementation using the MERN stack. Emphasized spaced repetition and engagement through integrated game mechanics. Served as first practical experience managing end-to-end feature delivery in a web-based application.

Education

Bachelor's degree: Computer Science
Jan 2022 – Aug 2025 • 3 yrs 7 mos

University of Central Florida

Grade/GPA: 3.2

Languages

Japanese (Elementary proficiency)

Spanish (Native or bilingual proficiency)