# PAUL VINUEZA

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## Education

**Bachelor of Science**: Computer Science, 08/2025
**University of Central Florida** - Orlando, FL

## Technical Skills

- **Languages**: Go (Golang), TypeScript, Python, JavaScript, PostgreSQL

- **Frameworks & Libraries:** React, Node.js, FastAPI, Gin, LangChain, pandas, NumPy, Express, Redux

- **Developer Tools:** Git, Docker, Linux, Postman, Figma, Jira, VS Code, Airflow, MongoDB

- **Cloud & DevOps:** Google Cloud Platform, Vercel, Upstash, AWS (S3, Lambda), CI/CD

## Experience

**Backend Lead**, 01/2025 to 08/2025
**Project Babel (NATO Capstone)**

- Led backend development for a multilingual translation platform sponsored by NATO, achieving real-time translation with high accuracy.
- Designed and implemented a scalable MVC architecture using Python and FastAPI, capable of handling high volumes of concurrent requests.
- Authored technical documentation and managed the team backlog via Jira, ensuring timely delivery and effective collaboration among five engineers.

**Freelance Full Stack Developer**, 06/2024 to 12/2024
**Shawarma Bros** – Cleveland, OH

- Developed and deployed a full-stack MERN application for online food ordering, currently in active use by the client.
- Built a customer-driven interface integrating Google Maps API and Google Reviews to enhance usability and credibility.
- Implemented DoorDash API integration to expand delivery options and designed the restaurant's gift card logo, contributing to brand identity.
- Added a direct EmailJS-based customer-to-owner communication system for efficient feedback and inquiries.

## Projects

**TinyAutomator | Apr 2025 – Present**

- Architected a scalable no-code automation platform using Go, React, and PostgreSQL to improve workflow automation efficiency.
- Built a modular, event-driven workflow engine with Google API integration for robust automation capabilities.
- Performed advanced debugging with Go's profiling and breakpoint tools, ensuring production stability and maintainability.

**League of Legends Inspired Developer Portfolio | Jun 2025 – Sep 2025**

- Designed and deployed a serverless portfolio app using Vercel Functions and Upstash, achieving rapid response times.
- Developed a real-time progress API to display dynamic progress updates on stats such as LeetCode submissions or GitHub Commits.
- Created an immersive 3D experience of myself on the Summoners Rift with GSAP and React Three Fiber (R3F).

## Languages

Spanish: Native

Japanese: Proficient