

John Doe

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Skills

Languages: C++, Rust, Python, Kotlin, C\#
Frameworks: Skia, Vulkan, ImGUI
Databases: Postgres, MySQL
General: Git,

Experience

Software Engineer, Nebula Systems - Toronto ON, CA 05/2022 – 04/2023

- Developed and maintained full-stack web services using TypeScript, Node.js, and React, supporting over 50k monthly active users.
- Designed REST and WebSocket APIs and improved request latency by 35% through caching and query optimization.
- Led the migration from monolithic services to Docker-based microservices on AWS.
- Collaborated with product managers and designers to ship features under aggressive startup timelines.

Graphics & Engine Programmer, Aurora Interactive - Toronto ON, CA 05/2022 – 04/2023

- Built a Vulkan-based rendering pipeline in C++ with support for PBR materials and GPU-driven culling.
- Implemented SIMD-accelerated math utilities, reducing frame time by 18% on complex scenes.
- Integrated real-time networking features for a multiplayer prototype using custom UDP protocols.
- Mentored junior developers on engine architecture and low-level debugging techniques.

Machine Learning Platform Engineer, CloudForge AI - Toronto ON, CA 05/2022 – 04/2023

- Designed containerized inference pipelines deployed on Kubernetes with horizontal auto-scaling.
- Built Python and C++ tooling for dataset ingestion, preprocessing, and GPU-backed training workflows.
- Automated CI/CD for ML models using GitHub Actions, Docker, and Terraform on AWS.
- Worked cross-functionally with research teams to productionize experimental deep learning models.

Projects

Real-Time Collaborative UML Editor - C++, Vulkan <https://github.com/my-raytracer>

- Designed and implemented a C++ desktop application for creating and editing UML diagrams with a custom immediate-mode GUI.
- Built a real-time collaboration layer using WebSockets to synchronize diagram state between multiple clients.
- Implemented a local-first storage model with conflict resolution to support offline editing and seamless reconnection.
- Optimized rendering performance with GPU-accelerated primitives, enabling smooth interaction with large diagrams.

Education

California State University, Bachelor of Software Engineering 4.0 2018-09 – 2022-05