

JOHN DOE | RESUME

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🐙 GitHub • 🔗 LinkedIn • 📝 Blog

SKILLS

LANGUAGES C++, Rust, Python, Kotlin, C#
FRAMEWORKS Skia, Vulkan, ImGui
DATABASES Postgres, MySQL
GENERAL Git,

EXPERIENCE

SOFTWARE ENGINEER

Nebula Systems

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.

11/2021 - 2/2022

That bigger hole, Mars

GRAPHICS & ENGINE PROGRAMMER

Aurora Interactive

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.

11/2021 - 2/2022

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MACHINE LEARNING PLATFORM ENGINEER

CloudForge AI

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.

11/2021 - 2/2022

That bigger hole, Mars

PROJECTS

REAL-TIME COLLABORATIVE UML EDITOR

C++, Vulkan

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.

📁 Repo

EDUCATION

CALIFORNIA STATE UNIVERSITY

Bachelor of Software Engineering
CGPA: 4.0

2018-09 - 2022-05

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