

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	Jan 2017 - Jan 2019 <i>San Francisco, CA</i>
<ul style="list-style-type: none">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	Jan 2017 - Jan 2019 <i>San Francisco, CA</i>
<ul style="list-style-type: none">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	Jan 2017 - Jan 2019 <i>San Francisco, CA</i>
<ul style="list-style-type: none">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	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. (Try it here)
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EDUCATION

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