

Education

Florida Gulf Coast University

Bachelor of Science in Software Engineering - [ABET Accredited](#) | GPA: 3.66

Experience

[Astrion](#) - Melbourne, FL

Dec 2024 - Present

Software Engineer

- Support mission critical software and develop new internal tools to expand the brand's influence and market presence. Implement robust solutions and develop strategies for analyzing and acting on time-sensitive data within a system.
- Key accomplishments: *To be documented.*

[Spot On Performance](#) - Fort Myers, FL

Jul 2021 - Dec 2024

Lead Software Engineer

- Led cross-functional teams to manage project risks, release software, and plan sprint cycles, driving the successful deployment of IaC and enhancing customer relations.
- Key accomplishments: Built a 5-member development team in 4 months, restructured release cycles, and launched 20+ features to production, including a Google API & MongoDB rebuild, cutting costs by 50%.

Software Engineer

- Executed Agile releases, improved code quality, implemented new processes for key performance metrics, and advocated for the use of modern React components to improve reusability across the web app.
- Key accomplishments: Revamped our wordpress marketing site, boosting user engagement & SEO by 30%. Unified multi-user features, added Composite MySQL indexes, and enhanced Azure Bicep templating to improve our releases time-to-production by 15%.

[Storm Smart](#) - Fort Myers, FL

Mar 2024 - May 2024

Software Engineer (Contract position)

- Re-engineered business systems and developed an automated web scraper to record price changes for financial software using Python and Selenium.
- Key accomplishments: Defined new workflows and contributed over 50% of the codebase for the project, increased departmental productivity with automation, and reorganized planning tools.

[Hertz](#) - Estero, FL

Sep 2023 - May 2024

Software Engineer (Contract position)

- Led an FGCU student team to modernize a legacy Java system, reducing issues and abuse by ~70% by incorporating more admin control, automated reports, security lockouts and notifications.
- Key accomplishments: Delivered full-stack dev with React, NodeJS, Python, and TypeScript, implemented a secure AWS connection, and presented the final solution to the C-Suite, which remains in active use.

Projects

Image Processing & Segmentation | [Github link](#) | [Project demo video](#) | [Project demo video 2](#)

- Used Python's OpenCV and scikit-image for image and video segmentation. Applied YOLOv3 for face and object detection, achieving 90% accuracy in various environments, very useful for surveillance systems.

Ultrasonic ASM sensor | [Github link](#)

- Programmed an Arduino with ASM to control LED indicators based on ultrasonic sensor distance. The system provides real-time distance feedback every 100ms. This could be useful for safety devices and object avoidance at a fundamental level.

Minigames | [Github link](#) | [Project demo video](#)

- Developed 5 C++ minigames using SFML to sharpen my skills, focusing on real-time window management, physics, and rendering optimizations. This project strengthened my proficiency in linear algebra and 2D development.

System Monitor Lite (WIP) | [Github link](#)

- Developing a Windows app in C++ with GTKMM and Blade for a minimalist system status view. This project aims to replicate Task Manager's core functions with a streamlined interface.

Skills

- **Frameworks:** 3+ yrs: Django, BS, JQuery, React, Angular, MVC, Laravel, REST, LAMP, MERN
- **Languages:** 3+ yrs: PHP, MySQL, HTML, JS, CSS, Python, C++, C#, Java, YAML, TS, ASM, NodeJS
- **Tools:** Azure, AWS, Maven, Jenkins, Cloudflare, CosmosDB, MongoDB, Docker, Git, SSMS, CI/CD, Jira, Trello, Scrum, Agile, SDLC, IaC, Selenium, JUnit, Testng, XML, Wordpress, Logic Apps, CRON, CRUD