XANDER TREAT

Software Engineer

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Phoenix, AZ
LinkedIn
GitHub

EDUCATION

Bachelor of Science
Software Engineering
Arizona State University
2021-2025
GPA: 4.0+
Mesa, AZ

SKILLS

Languages

- C, C#, C++
- Java
- SQL, MongoDB
- Python
- HTML, CSS
- JavaScript, TypeScript

Web

- Node.js, Deno
- React, React Native, Preact
- Vite, Astro, Fresh, SolidJS
- HTMX, FastHTML
- TailwindCSS, Bootstrap

Cloud / Tools

- AWS, Google Cloud
- Taiga, Upbase, Trello
- Docker
- Drizzle ORM, SQLite, MySQL
- Continuous Integration / Deployment (CI & CD)
- Version Control, Git
- GitHub Actions

ABOUT ME

I'm a passionate Full Stack Software Engineer with a drive for building scalable, high-performance solutions driven by results. I thrive in collaborative environments where I can architect innovative applications while maintaining code quality and best practices in a team. My goal is delivering exceptional user experiences that consistently exceed client expectations and requirements.

EXPERIENCE

September 2024 – Current

Leading development of a full-stack analytics platform delivering customizable SPA dashboards for Canadian business owners, providing data management and real-time insights. Architected both frontend and backend using modern rendering strategies including SSR, SSG, and partial hydration to ensure optimal performance. Implemented using Vite, Astro, React, TailwindCSS, DaisyUI, Drizzle ORM, SQLite, Auth.js, Motion, and D3.js. Collaborated in an Agile team environment using Slack, Taiga, and GitHub for efficient project delivery and product success.

December 2024

Developed and published a free and open-source NPM package using TypeScript that provides a type-safe, extensible Astro component for dynamic API-driven inline vector graphics icon delivery. Package features zero runtime dependencies and is an ES6 module. Achieved 1000+ downloads in first month with zero reported issues.

Recent Projects & Work

— Architected and maintained a high-impact LUA plugin for a major multi-platform game, enhancing core gameplay mechanics for 100,000+ active users with thousands of daily interactions. Optimized performance through efficient API utilization and regular feature updates.
— Led development of an autonomous navigation system for EV3 robotics device, implementing complex sensor fusion and pathfinding algorithms in MATLAB. Delivered successful autonomous maze navigation and payload pickup and delivery under strict hardware constraints and limited testing conditions.
— Engineered a Java-based color palette generation application implementing color theory algorithms and scientific principles for automated aesthetic color matching. Featured custom UI and extensible architecture for future enhancements.
— Designed and implemented a Python-based market analysis tool utilizing web scraping technologies to extract and analyze real-time pricing data, delivering visual statistical insights through automated reporting.
— Built a C-based game server deployment manager with raylib GUI, streamlining client server configuration and management processes.
— Demonstrated strong project management skills across multiple Agile teams, utilizing Taiga for sprint planning, backlog management, and team coordination. Consistently met sprint goals and delivery timelines."