

# Zeke Naulty

## Senior .NET Backend / Modernization

Senior .NET Backend Engineer – Legacy to Modern Backends (C#, .NET Core, SQL Server/ PostgreSQL, Azure)

## Summary

Senior .NET engineer focused on backend services, data flows, and modernization. Comfortable moving legacy workloads toward testable .NET Core/C# services, tightening telemetry, and improving reliability around schedulers, queues, and APIs.

Works close to the database layer (SQL Server, PostgreSQL, Oracle) and cares about shipping incremental improvements without breaking the business.

## Experience

### Software Engineer II (Backend/Modernization) - Storable

Jan 2021 - Dec 2022 | Cary, North Carolina, United States

- Built and maintained .NET Core services with Hangfire, PostgreSQL, and SQL Server to support insurance auto-protect features.
- Kept WinForms and web applications moving by tightening unit test coverage and contributing to early domain-driven design efforts.

Tech: C#, .NET Core, WinForms, ASP.NET, Entity Framework, Hangfire, PostgreSQL, SQL Server, Unit testing, Domain-driven design

### Lead Developer / Azure DevOps - iAdvantage Software, Inc.

Feb 2017 - Jan 2021 | Cary, NC

- Delivered user-defined data models and custom reporting for GLP-compliant products using WebForms/MVC/ WebAPI with REST OData and SOAP APIs on Oracle.

- Led service delivery and DevOps practices across .NET, nHibernate, Entity Framework, and PL/SQL.

Tech: C#, ASP.NET WebForms, ASP.NET MVC, ASP.NET WebAPI, REST, OData, SOAP, Oracle, PL/SQL, Entity Framework, nHibernate, AngularJS, Bootstrap, CSS, WinForms, Xamarin Forms, Azure DevOps, GLP compliance, Reporting

### Senior Software Developer - Rural Sourcing, Inc.

Jul 2013 - Feb 2016 | Augusta, Georgia Area

- Delivered Microsoft-stack projects for multiple clients, moving between WinForms, ASP.NET, and SQL Server work as engagements required.

- Mentored junior and mid-level developers on coding standards, testing habits, and practical estimation.

- Planned and tracked sprints, risks, and milestones while keeping stakeholders aligned across simultaneous projects.

- Conducted code reviews and production readiness checks to keep releases predictable for consulting clients.

- Interviewed and recruited engineers, helping shape hiring rubrics and onboarding practices.

- Acted as a hands-on contributor when teams needed extra capacity on backend or desktop features.

Tech: C#, ASP.NET, WinForms, SQL Server, Project management, Mentoring, Code review, Estimation

### Application Developer / Architect - Solid Earth Inc.

Dec 2006 - Jan 2011 | Huntsville, AL

- Maintained RETS client/server software on Oracle and C# and modernized configurable ASP.NET MLS implementations.

- Built a statistics module with deep market analytics and reporting.

Tech: C#, ASP.NET, Oracle, RETS, XML configuration, Performance tuning, Analytics, Reporting

### Programmer/Analyst (Modernization) - Prestage Farms

Jan 2016 - Sep 2016 | Clinton, NC

- Led modernization of legacy VB6 accounting and inventory software, replacing reports and delivering a new

reporting frontend.

- Added bug reporting and ticketing to tighten feedback loops; delivered the project ahead of schedule with Agile practices.

Tech: C#, VB6, VB.NET, WinForms, Reporting, PDF generation, JIRA, Agile, Team leadership, Role-based security

### **Programmer/Analyst - Not Rocket Science**

Jan 2005 - Oct 2005 | Covington, LA

- Delivered full-stack .NET work on SQL Server for Zen-Noh Grain and built ActionScript + ASP.NET tracking for shipments and tug boats.

- Built a C# mobile app for a Sheriff's department.

Tech: C#, ASP.NET, ActionScript, SQL Server, Mobile development, Inventory/operations workflows, Client consulting

### **Engineering Application Developer - Litton Avondale Inc.**

Feb 1999 - Dec 2000 | New Orleans, LA

- Wrote 3D-to-2D code transformations and deployed network applications on the LPD-17 project.

- Built error logging/reporting and an IDE for scripting the transforms.

Tech: 3D to 2D transformations, Scripting IDE, Error logging, Deployment, Engineering tooling

## **Skills**

### **Core**

- C#
- .NET Core
- ASP.NET
- Entity Framework
- SQL Server
- PostgreSQL
- Azure DevOps
- Hangfire
- Legacy modernization

### **Supporting**

- WinForms
- AngularJS
- Oracle
- OData/SOAP APIs
- Project management

### **Other**

- Agile Methodologies
- Bootstrap
- Cloud Platforms
- Cloud computing (Azure)
- CSS
- Database Development
- Full-stack development
- Git
- iOS
- JavaScript
- JIRA
- Kanban
- Leadership
- Mentoring
- Microsoft Azure
- Microsoft SQL Server
- Mobile application development
- Problem-solving
- Regular Expressions

- Software development
- Team Building
- Team management
- Time management
- Unified Modeling Language (UML)
- Visual Basic .NET
- Web development
- Xamarin Forms

## Projects

### Cognition

A .NET-based agentic orchestration system that wraps LLMs with tools, background workers, and structured pipelines for planning and execution. Focuses on durable workflows, message/state tracking, and clear separation between model calls and application logic.

<https://github.com/zekenaulty/cognition>

### Resume & Profile Site

A GitHub Pages site that renders multi-profile resume views from structured JSON data, including a default 'Code Monkey' profile and employer-focused variants for backend, desktop, fullstack, and architect roles.

<https://github.com/zekenaulty/zekenaulty.github.io>

### Dominus

A DOM utility library that builds Bootstrap 5 and Bootswatch interfaces from code, aiming to reduce raw HTML boilerplate and make UI construction more declarative and composable.

<https://github.com/zekenaulty/dominus>

### Random Dialog Engine

A lightweight dialog engine for games and narrative systems that models conversations and internal monologue using reusable dialog primitives and simple stateful flows.

<https://github.com/zekenaulty/random-dialog>

### Maze-Battle & Maze-Quest

A pair of JavaScript experiments combining maze traversal with RPG-style encounters: Maze-Quest focuses on Minecraft-inspired maze exploration, while Maze-Battle extends the idea with combat and encounter logic.

<https://github.com/zekenaulty/maze-battle>

### Fractal & Geometry Experiments

A series of visual experiments centered on cube-based generative structures (cubix-gen) alongside Cantor sets and binary tree fractals, exploring recursion, geometry, and visual pattern generation in HTML/JavaScript.

<https://github.com/zekenaulty/cubix-gen>

### SQL Server Information Schema Tools

A C# utility library for querying and shaping SQL Server information schema metadata, designed to support reporting, refactors, and schema-aware tooling.

<https://github.com/zekenaulty/SqlServer.InformationSchema-Discontinued>

### English Lexicon & NLP Data Experiments

Fork-based experiments around large English word datasets and CEFR-level annotations, exploring ways to combine frequency, part-of-speech, and difficulty metadata for NLP and language-learning tools.

<https://github.com/zekenaulty/Words-CEFR-Dataset>