FULL NAME

City, State | (123) 456-7890 | name@gmail.com | Linkedin.com

FULL STACK DEVELOPER

Software Engineer with a solid background in designing reliable large-scale systems, developing APIs/user interfaces, leading end-to-end product feature design, and deploying software solutions. Leveraged multiple programming languages/frameworks and conducted code reviews to deliver high-quality code. Worked with teams (designers, writers, researchers, and product managers) to analyze requirements, identify improvement opportunities, and implement strategies aligning with user, technical, and business goals. Passionate about pursuing opportunities in the video games industry and other sectors, with a strong ability to quickly learn new technologies and adapt to evolving project requirements.

CORE COMPETENCIES

Full-Stack Development • User Centric Design • Infrastructure Configuration • Agile • Rapid Iteration & Customer Feedback
Data Structures & Algorithms • Diagnosing & Troubleshooting • Object-Oriented Programming • Cloud Computing • CI/CD
Web Development • Testing & Automation • Technical Design & Code Reviews • Requirements Elicitation • Version Control

TECHNICAL SKILLS

React • C# • C++ • C • TypeScript • Java • Python • Kotlin • MySQL • x86 Assembly • Git • SVN • AWS • Unity • Linux • GDB

PROFESSIONAL EXPERIENCE

Full Stack Software Developer • ABC Company • Verona, WI   **Apr 2022 – Present**

Job Overview: Managed multiple projects, including one in development and another in QA testing, with timelines ranging from a few weeks to 8 months. Led key development stages, including designing the system, gathering stakeholder feedback, and following up with team members to ensure successful delivery.

- Trained and onboarded 3 new developers, guiding them through paired learning, development tools, workflows, and team dynamics while regularly tracking their progress and performance.
- Led monthly internal hackathons, managing schedules and curating topics aimed at improving the codebase, including unit test coverage and efficiency enhancements.
- Developed and maintained a system enabling administrators to manage recurring tasks for hospital staff, providing real-time updates on task progress, and enhancing operational efficiency.
- Created statistical models to improve travel time efficiency for hospital transporters by analyzing historical data, resulting in reduced downtime and increased productivity.
- Diagnosed and troubleshot asynchronous vulnerabilities, acting as the main point of contact for team in a company-wide initiative aimed at improving the quality and reliability of asynchronous code.
- Conducted in-depth one-on-one interviews with prospective software development candidates, verifying their qualifications, technical skills, and cultural fit and assessing their potential for success in the role.
- Identified pain points and incorporated feedback into product improvements by collaborating with IT and operations leaders in medical organizations through shadowing and meetings.

KEY PROJECTS

Telimpromptu • City, State   **Mar 2023 – April 2023**

Project Overview: Developed Jackbox-style teleprompter party game using React, TypeScript, and Kotlin, available on GitHub.

- Built frontend of the application using React and TypeScript, integrating WebSocket to enable seamless communication with the Kotlin-based web server.
- Architected a gameplay flow where players responded to news segment prompts, and subsequently engaged in a collaborative activity by reading each other's prompts from a shared teleprompter.

Tankazoids • City, State   **May 2022 – Jul 2022**

Project Overview: Created an isometric online modular tank shooter using Unity and C#, available on GitHub.

- Built a predictive networking system to minimize latency issues, improving connection stability and gameplay performance.
- Engineered a flexible framework for tank parts and power-ups, enabling seamless scalability and future expansions.
- Designed unique power-ups that altered gameplay dynamics with an aim to increase player engagement and retention.

Jorach • City, State   **Oct 2019 – Jan 2020**

Project Overview: Developed a group event organizer bot for Discord using Python, available on GitHub.

- Managed server administration for a project hosted on an AWS EC2 instance, ensuring smooth deployment and timely updates, which improved system reliability and uptime.
- Coordinated raids in World of Warcraft for a community of 100 active players, enhancing group coordination and raid success.

EDUCATION

Bachelor of Science in Computer Science • Western Washington University, Bellingham, WA