

SOFTWARE ENGINEER

Software Engineer with excellent technical skills and ability to manage all aspects of the software development lifecycle from ideation to implementation including general analysis and requirements gathering, product design, coding, testing, product deployment, maintenance, and operations. Product Team Lead with experience coordinating teams and performing test-driven development, design, and code reviews. Outstanding collaboration skills and ability to interact with clients, cross-functional resources, and key stakeholders to lead product development and launch.

CORE COMPETENCIES

Software Development | Application Programming Interfaces (APIs) | Product Integration | Programming/Coding
Full Stack Development | Microservices | Project Collaboration | Agile Methodologies/Release Cycles
Enterprise Architecture | Test Automation | Team Leadership | Technical Communications | Analytical Skills

TECHNOLOGY STRENGTHS

.Net | C# | Git | Java | JavaScript | Python | React | Ruby on Rails | SQL | TypeScript | Vue

PROFESSIONAL EXPERIENCE

RICARDO DEFENSE, TROY, MI | MAY 2020 – PRESENT

SOFTWARE PRODUCT LEAD (MAY 2021 – PRESENT)

Promoted based on performance and contributions to serve as lead for teams of up to 4 developers, guiding the integration and implementation of custom software solutions. Manage the full implementation of projects, including coordinating resources, monitoring deliverables, and working with stakeholders on the development of cost quotes.

- Introduced improvements to the development process to streamline efficiencies, including developing program-wide container strategy, and implementing SOLID design principles, software complexity metrics, and test coverage.
- Championed the development of an onboarding process for junior developers to support their successful integration into the company in a few days instead of a few months.
- Coordinated and led the unit testing for a newly acquired product, achieving 50% test coverage in just 3 weeks, significantly ahead of the 4-month target date.
- Revamped coding standards to guarantee the development of clean code, which helped developers move seamlessly between applications consisting of uniform coding standards.
- Led a Lunch and Learn training session for the department covering SOLID design, coding standards and practices, refactoring, and complexity metrics, which helped improve performance of all developers.

SOFTWARE DEVELOPER/FULL STACK ENGINEER (MAY 2020 – MAY 2021)

Hired to conduct development tasks for an application modernization contract. Handled the full stack development process, including database level, API layer, and frontend.

- Modernized legacy product from Java Spring stack to .Net REST API with a Vue and Electron GUI; implemented advanced features in undocumented legacy frameworks and languages.

ADDITIONAL EXPERIENCE

- Created and managed software development channel—[YouTube.com/Deanin](https://www.youtube.com/Deanin)—with 4.2k subscribers, 290k views, and 20k hours of watch time.
- Launched and managed [Deanin.com](#), an educational platform with technical articles.
- Founded software startup, Gemini Games, LLC; led team of 6 through design, testing, and implementation of a Unity C# procedural voxel terrain generator.
- Led the planning, design, testing, and launch of a Ruby on Rails full stack social media platform for disaster relief.

EDUCATION

Oakland University, Rochester, MI – Bachelor of Science, in Computer Science