

# Christopher Simoni

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## EXPERIENCE

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### Software Engineer

February 2023 – Present

*Spectrumware, LLC*

*Wichita, KS*

*.NET Core, VB, C#, React, Next.js, Blazor, SQL Server*

- Develop applications individually and as a team
- Communicate with clients the business needs of their applications
- Estimate projected application development time and costs
- Completed all individual projects at 75% or less of budget utilization

### Co-Founder / Software Engineer

May 2023 – Present

*Mesocast, LLC*

*Wichita, KS*

*Go, Python, TS, Next.js, Redis, Docker, AWS*

- Helped develop a full-stack web application using with Next.js serving a REST API with React as the frontend
- Built proprietary parsing tool that reads radar data in real-time
- Designed real-time data transfer architecture from backend services to frontend client
- Deployed all services to production and demo Linux environments
- Optimized parser to reduce computational time by over 90%

### AndroidTV Client Developer

October 2020 – Present

*Jellyfin Organization*

*Remote*

*Java, Kotlin*

- Assist with rewriting the AndroidTV client in Kotlin from Java
- Review peer pull requests for approval and merging
- Collaborated with Jellyfin team members and community on new features and implementations
- Shipped production code on an application with 69k MAUs and 158k installs

### Fullstack Developer

January 2022 – January 2023

*Midwest Business Technology, LLC*

*Wichita, KS*

*React Native, Expo, TypeScript, PHP, Docker, MySQL*

- Develop mobile application using React Native and Expo SDK
- Develop backend and administration panel to provide functionality for mobile application
- Assist in maintaining PHP websites
- Coordinate with clients about their applications
- Introduced the company to React Native and native mobile development

## PROJECTS

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### Socom Cafe | C/C++, TypeScript, MariaDB, Node.js, io\_uring

October 2019 – Present

- Lead development of a multiplayer game server in C++ using io\_uring event loop
- Create initial prototyping in Node.js
- Reverse engineer original game server packets using WireShark

### BrewBot | C/C++, LUA

January 2017 – November 2019

- Use Win32 API to create a windows application
- Implement system that allows users to create their own plugins using LUA
- Utilize a PHP website for authenticating users and subscriptions

## TECHNICAL SKILLS

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**Languages:** Golang, C/C++, C#, SQL, JavaScript/TypeScript, HTML/CSS, Java, Python, PHP, LUA, bash

**Frameworks:** React, Node.js, Material-UI, React Native/Expo, Next.js, Blazor, .NET

**Developer Tools:** Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ, Postman

**Libraries:** zustand, MobX, socket.io, tRPC, protobuf, Sentry

**Deployment Tooling:** AWS, GitHub Actions

**Databases:** SQL Server, MariaDB, MySQL, PostgreSQL, Redis, SQLite

**System Administration:** systemd, Linux, nginx, cron, proxmox, lxc