Justin Kyle Torres

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SUMMARY

A strongly communicative and multi-disciplinary creator with **5+ years of professional software development experience** contributing **full-stack code** with **a specialization in front-end code** to build modern and empathetic user-centric web apps. Enthusiast of game development, music, and other media in free time.

RELEVANT SKILLS

Proficient: Git, React, TypeScript, Next.js, Node.js, JavaScript, HTML/HTML5, CSS, C#/.dotnet

Experienced: Redux, Unity, Godot, Python, Flask, Firebase, Java, Davinci Resolve, OBS Studio

WORK EXPERIENCE

STRIVR, Software Engineer Intern (May 2018 - August 2018)

STRIVR (May 2019 - January 2024)

Software Engineer I

Software Engineer II

May 2019 - September 2020

September 2020 - April 2022

Senior Software Engineer

April 2022 - January 2024

- **Lead and participated in design reviews** cross-functionally with peers, Product, and Design to provide feedback and choose the right technologies and methodologies for given requirements.
- Actively triaged, debugged, and resolved high urgency issues and bugs at a short-notice.
- Wrote clean and optimal code through following best practices, providing useful code and design feedback, and giving an **impactful and supportive mentorship to junior-level teammates** and peers.
- Shipped features end-to-end by building modern web front-ends and efficient REST API back-ends to solve complex real-world problems. Designed and implemented high-level customer-centric solutions.
- **Reduced software crashes by over 50%** through comprehensive automated test frameworks.
- Created and contributed to engineering design documentation, proposals, and knowledge sharing resources.

ACCOMPLISHMENTS

- **Promoted** from an entry-level software engineer to **senior-level within 3 years** in a fast-paced startup environment solving complex problems for a VR-based B2B immersive learning SaaS platform
 - Highlighted as a responsive communicator and productive problem-solver amidst ambiguity and context switching in a cross-functional setting
 - o **Ramped up quickly** to lead and support multiple technical areas of existing and new products
- Experienced as a communicative technical lead in launching two products
 - o Reduced production time by several weeks for creating immersive learning CGI content

EDUCATION