James Msekela

Driven Software Developer with a strong foundation in full-stack development, specializing in .NET, C#, and web applications.
jamesmsekela@gmail.com |(641) 275-7417 | jamesmsekela.com | **Git:** jamesalexmsekela | **LinkedIn: James Msekela.**

EDUCATION

Harrisburg University
M.S. Computer Science | GPA: 4.0
Jul. 2023 - Expected June 2025 | Harrisburg, PA
Relevant Courses:
Generative AI • Computing Systems • Data Engineering & Mining • Software Architecture & Micro-services • Big Data Architectures • AWS Cloud Practitioner• SW Testing Principles & Techniques

Grinnell College
BA IN COMPUTER SCIENCE
Grad. May 2020 | Grinnell, IA
Relevant Courses: Object oriented Design • Data Structures & Algorithms • Discrete Structures • Analysis of Algorithms • SW Development & Design • OS & Parallel Algorithms

SKILLS
Programming & Development:
C# • Java • WPF • XAML • Angular • SQL • HTML • CSS • JavaScript • TypeScript • React Native • Python
Technologies: .NET core • .NET core MVC • .NET MAUI • .NET Framework • ASP.NET MVC • Entity Framework • REST APIs • MS Azure • CI/CD • NUnit • MSTest • Firebase Firestore • Expo • Google Maps API • Node.js
Tools: GitHub • BitBucket • MS Visual Studio • MS Visual Studio Code • MS SQL Server • Postman • JIRA • Confluence • Balsamiq wireframes • SourceTree • Expo EAS • Firebase Emulator Suite

LINKS
Undergraduate Game Project :https://www.stat2games.sites.grinnell.edu/games/mracer.html

OTHER PROJECTS
Worked on creating a site for a food provision company in the Grinnell area local community | August 2019 - December 2019
Site link: https://localfoodssearch.herokuapp.com/

EXTRACURRICULARS

GRINNELL FOOTBALL
September 2016 – September 2019
- Demonstrated discipline, leadership, and teamwork in high-pressure environments.
- Balanced rigorous training with academics, honing time management and adaptability.
- Fostered team cohesion and effective communication.

EXPERIENCE

SOFTWARE ENGINEER II | FULL STACK DEVELOPER AT FDH INFRASTRUCTURE SERVICES
August 2022 - January 2025 | Chicago, IL
- Work with **cross disciplinary** teams to create and maintain **enterprises level** software in the infrastructure industry.
- Develop and maintain native window and web applications using the **.Net framework**, **.Net Maui**, **C#**, **SQL**, and **HTML**.
- Support the architectural design effort and the delivery of new products to allow for Non-Destructive Testing (NDT) and Structural Health Monitoring (SHM).
- Developed data processing and synchronization platforms to collect and manage data between local devices and cloud storage, following **Agile methodologies**.
- Enabled seamless data collection and transfer through an optimized **API service**, and robust **Data Access Layer** improving sync time by over 50%.
- Designed and developed **web applications** using **ASP.NET**, **HTML**, and **SQL**, enhancing the scalability of infrastructure-related data processing by over 50%.

SOFTWARE ENGINEER | FULL STACK .NET DEVELOPER AT UNIFIED INFORMATION DEVICES (UID)
July 2020 - August 2022 | Lake Villa, IL
- Developed and maintained native windows applications using **C#**, **WPF**, and **SQL**.
- Developed exhaustive module **unit tests**, **UI tests**, and **functional test** documents.
- **Migrated data** from **legacy system** to new infrastructure, improving **data accessibility** and reducing maintenance costs.
- Lead software training for over 50 customers, both on site and remotely, ensuring smooth adoption and utilization of UID's technology.
- Designed modern and practical **mockups** for new pages using the **Balsamiq** tool.
- Worked closely with the production team to implement an exhaustive setup and **testing processes** for hardware before it is shipped to customers.
- Introduced an innovative ticketing template to ameliorate our development workflow.

PERSONAL & RESEARCH PROJECTS

Pulse App - Social Event Discovery Platform | PERSONAL SWE PROJECT
December 2024 – Present | Github: Pulse_v1
- Designing and developing a mobile application using **React Native**, **TypeScript** and **Firebase** to connect users with nearby events based on their interests and location.
- Implementing a **feature-driven development** approach, focusing on event discovery, RSVP system, and user engagement features.
- Building a **scalable backend** using **Firebase Firestore** for real-time event data management and user authentication.
- Currently integrating **Google Maps API** for location-based filtering and event recommendations.
- Establishing **CI/CD pipelines** with **Github Actions** and **Expo EAS** to streamline deployment.

STAT2GAMES: MAKING DATA DRIVEN DECISIONS | COMPUTER SCIENCE BASED STATISTICS RESEARCHER
May 2019 - December 2019 | Grinnell College, IA
- Designed and developed an **inquiry-based online educational game** that **simulates data-based decision making** embedded in a research-like experience to be used in undergraduate courses. Development was done on the **unity tech stack** in **C#**. The project was part of the **National Science Foundation grant** to better enable students to think with data, build and evaluate a variety of statistical models, and better communicate nuanced statistical ideas. Game link is included in the link portion of the resume.

GLIMMER Labs | COMPUTER SCIENCE STUDENT RESEARCHER
May 2018 - August 2018 | Grinnell College, IA
Programming and Research component
- Developed and implemented **curricula** for three one-week long summer camps with the purpose of **increasing self-efficacy and inclusion** in the field of technology via early exposure under the theme of "Coding for Social Good and Beyond."
Presentation and Publication component
- Co-authored the paper; A Middle-School Camp Emphasizing Data Science and Computing for Social Good. This paper was submitted and accepted to SIGCSE 2019.