JACK VOLONTE

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CAREER OBJECTIVE: **Software Engineer** I Backend I Full Stack I Frontend

SUMMARY OF QUALIFICATIONS

Software Engineer and Computer Science graduate with 3 years of eCommerce experience specializing in building shopping carts, checkout systems, and full-stack applications. Critical thinker and innovative problem solver who improves site performance, streamlines operations, and delivers high-impact customer experiences. Demonstrated excellent design, architecture, machine learning, and data analysis skills. Collaborative team member who consistently strives to exceed expectations.

EDUCATION

BS, Computer Science, University of Portland, OR 2024

TECHNICAL SKILLS

Languages: Python, C#, Java, SQL, JavaScript, HTML, CSS, Lua

Technologies: NET, Azure SQL, Docker, NodeJS, React, Selenium, xUnit, Git, JUnit

Development Tools: Linux, Visual Studio, PyCharm, Android Studio, Flask

PROFESSIONAL EXPERIENCE

Software Engineer / Founder, Darkanddarkergold, Portland, OR, Jan 2023 – Oct 2024
> *Online e-commerce company selling tech and gaming products and services*

- Engineered a new full-stack digital storefront for the game *Dark and Darker*, integrating cart, checkout, and payment workflows, ensuring reliable end-to-end transactions. Backend used Python, .NET, SQL; frontend used JavaScript, HTML.
- Developed a Python automation service that synchronized Shopify inventory with a cloud SQL database in real time, eliminating stock errors and improving order accuracy.
- Tested and optimized checkout performance, producing efficient operations. *Results created a high-performance store with a 4% conversion rate.*
- Enhanced the customer experience by creating a strategy and roadmap, developing intuitive navigation, integrating a real-time chat feature, and streamlining the end-to-end shopping journey.
- Customized the Shopify template and integrated the shopping cart into the eCommerce website.
- Co-managed business operations, marketing, and performed data analytics.
- Recruited, hired, onboarded, and trained new employees.

Software Engineer - Product Development, Realmstock, Remote April 2020 – Sep 2022
> *Online ecommerce game marketplace selling virtual goods*

- Engineered a C#/.NET automation system for generating game product accounts and items.
- Architected and maintained a Python inventory tracking backend that synchronized stock, sales, and fulfillment workflows across systems.
- Created an original optimization design application that automated the website monitoring.
- Tested the automation to ensure the relay of information and data was received correctly.

ACADEMIC PROJECT

One Year Capstone - Augmented Reality Tool for Electromagnetic Waveforms for Tektronix

- Engineered an augmented reality application in C# and Unity for Microsoft HoloLens with real-time analysis and prediction.
- Created multiple machine learning models that predicted electromagnetic waveforms in real time.
- Collaborated with Tektronix engineers under Agile practices to refine requirements, deliver iterations, and validate functionality.

TECHNICAL COMPETENCIES

ML, AI, Neural Networks, Databases, Algorithms, Data Structures, Software Testing, Operating Systems, Software Development, Agile Development, Cloud Computing, Game Development, Data Analysis and Visualization