Justin Dodemaide

justindodemaide@gmail.com | justindodemai.de | Game Dev Blog | GitHub | LinkedIn

Education

CSU East Bay — **Hayward, CA**
M.S. Computer Science (starts Spring 2027) — *Expected Dec 2028*
B.S. Computer Science, GPA: **3.83** — *May 2025*

Experience

Freelance Web Developer — **Aug 2026 – Present**
Streamlined Swim Lessons –streamlinedswimlessons.com+ 3 others — *Hayward, CA*

- Delivered a booking and payments platform that took **$13,126** across **60+** paid checkouts in its first ten weeks, built with Astro, Cloudflare, and PostgreSQL
- Verified **0** oversold seats and **0** deadlocks across **15,000** booking requests sent **100** at a time, using PostgreSQL row locks taken in a fixed order; a naive control version oversold in **28** of **30** rounds
- Built a homepage **7.7x** lighter than the client's main local competitor's, with a **4x** faster Speed Index and a Lighthouse mobile score of **93** versus **46.5**

Contributing Programmer — **Feb 2026 – Present**
CoaXioN Games –Deathmatch Classic: Refragged — *Remote*

- Merged **5** C++ and asset changes through GitLab code review into a Source SDK 2013 multiplayer FPS ranked in the top **12%** on ModDB, in a **9,400+** file codebase with a remote team of **8+**
- Added a zoom sensitivity setting, an underwater overlay toggle, and teleport sounds triggered from game code instead of per-map logic
- Fixed a pre-existing bug where footsteps cut off the teleport and respawn sounds, which had resisted fixes because the game loaded its sound settings from a packaged archive

Projects

SignVision | *Python, FastAPI, React, TypeScript, MediaPipe, Hugging Face* — **GitHub**

- Built with Codex for the OpenAI x Handshake Codex Creator Challenge, approved for Handshake's Learn Hub; converts ASL fingerspelling to speech and speech to text for a hard-of-hearing coworker
- Streamed live webcam recognition from a FastAPI backend to a React client over WebSockets, fixing camera contention by moving camera ownership and preview frames to the backend
- Integrated **3** swappable local recognizers behind a shared interface, including a CLIP-vision model for A–Z fingerspelling that needed a custom loader, with no paid or hosted APIs

Order Optimizer | *React, TypeScript, PostgreSQL, Vercel* — **Live** | **GitHub**

- Gave anyone a live tool that turns a budget and a few liked menu items into the best fast-food order they can afford, built with React, TypeScript, serverless APIs, and PostgreSQL
- Found the highest-rated order that fits the budget by solving it as a 0/1 knapsack problem with dynamic programming, working in cents so prices stay exact
- Stopped orders from filling up with a dozen of the cheapest item by adding a variety slider that scores each repeat lower, so users choose how much repetition they get

Technical skills

Languages: TypeScript, SQL, Python, Java, C++
Frameworks & Platforms: React, Astro, FastAPI, Cloudflare, Square, PostgreSQL
Developer Tools: Git, Claude Code, Visual Studio 2022
Concepts: Data structures, dynamic programming, concurrency control, application security