

# SETH EASTER

Austin, TX

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## SUMMARY

Experienced full-stack software engineer with a strong analytical mindset and expertise in both front-end and back-end technologies. Passionate about creating efficient, scalable, and user-friendly applications that meet the needs of clients and end-users.

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## SKILLS

<b>Programming</b>	TypeScript, JavaScript, C#, Rust, Python, HTML5, CSS, Sass, SQL
<b>Frameworks</b>	Node.js, Next.js, React, ASP.NET, GraphQL
<b>Tools</b>	Docker, Kubernetes, Postgres, SQL Server, Git, TeamCity, OctopusDeploy

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## EXPERIENCE

<b>Software Engineer</b> MediMobile	July 2019 - Present <i>Austin, TX</i>
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- Designed and implemented internal tooling to monitor regressions in a natural language processing pipeline, enabling the product team to optimize and make data-informed adjustments.
- Designed and implemented a configurable video training system that reduced support workload and seamlessly integrated with the legacy system that came before it.
- Contributed to iterative feature development in a new product that simplifies charge capture for clinicians, focusing on delivering a streamlined and intuitive user interface.
- Designed and implemented tooling to automate and streamline common customer success workflows, reducing manual effort by 50% and improving support efficiency.
- Designed and implemented a reporting dashboard to provide executives with clear visibility of support tickets, enabling data-driven decision-making and improving the overall customer experience.
- Provisioned production infrastructure by setting up VMs, configuring dependencies, and improving deployment workflows, ensuring stability and scalability.

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## PROJECTS

**Noisy** Currently designing and implementing a web platform for music producers to collaborate efficiently. Features include storage of audio files, streamlined file sharing, scheduled distribution, and powerful analytics. (TypeScript, React, Next.js, Rust, GraphQL, AWS Lambda, Cloudflare R2, Terraform, Docker, Kubernetes, Tauri)

**Nextit** Designed and implemented an alternative web client for Reddit. (TypeScript, React)

**FLSkinner** Designed and implemented a third party modification for FL Studio through reverse-engineering that allowed users to define custom UI themes. (C++, Assembly)

**FXRP** Designed and implemented an extensive modification for Cfx.re's FiveM (a third party GTA 5 multiplayer platform) including robust user interfaces, complex gameplay mechanics, and other technical innovations over other existing modifications. Also contributed to the reverse-engineering of certain event handlers in GTA 5 to implement new features. (TypeScript, React, Postgres)

**Custom HL2RP** Overhauled an existing gamemode framework for Garry's Mod to greatly improve player experience, implement new gameplay features, and integrate it with a web-panel for player information, donations, and administration (Lua, TypeScript, React, GraphQL, MySQL)