

ELIJAH CUNNINGHAM

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Experience

New Jersey Infrastructure Bank

Software Engineer

November 2024 – February 2025

New Jersey, US

- Developed **full-stack** features using **Javascript**, **PHP**, and **MySQL**
- **Refactored** legacy Javascript codebase to improve **code quality** and take advantage of modern language features
- **Improved UX** by reducing unnecessary visual noise and improving reactivity
- Reduced code-review time by improving team processes and introducing automated code quality tools

Indeed

August 2022 – May 2024

Software Engineer I

Pennsylvania, US

- Collaborated with product managers to deliver and monitor high-impact, ab-tested features
- Worked with designers to finalize requirements and deliver **full-stack** features based on **Figma wireframes**
- Created re-usable functional components in **React.js** and **TypeScript**
- Implemented **backend** bug fixes, new features, and refactors in **Java Spring** and **Node.js**
- Maintained **Python** data aggregation cron jobs
- Followed **Agile** / **Scrum** processes using **Jira** to track **bugs**, deliver tickets and ensure work visibility
- Improved ticket turnover and feature delivery by advocating for stronger acceptance criteria
- Improved **code quality** and **developer ergonomics** by reducing code size and codifying linting rules
- Reduced engineering ticket turnover by up to 1 day by improving developer processes and fixing **Gitlab CI pipelines**
- Drove initiative to raise **JUnit** test coverage, improving coverage from 10% to a minimum of 45% across projects
- Reduced operational costs by suggesting and implementing features that improved product outcomes
- Worked with multiple teams across the organization to implement features across verticals not owned by my team

Projects

Soundvoter.com | Full Stack Web Project — API Integrated Social Platform

November 2021 – August 2023

- Implemented Spotify **API**; Requisitioned API Extension.
- Designed Mobile-first **React.JS** Frontend.
- Utilized single page application (SPA) delivery to take advantage of low-cost hosting and caching services.
- Implemented **Node.JS Express** Backend with **OAuth** Support.
- Utilized Continuous Delivery for fast iteration.
- Implemented **SQLite relational database** for authentication and user profile support.
- Managed **DigitalOcean** cloud hosting.
- Managed **DNS** routing.

Youfight.me | Full Stack Web Project; Multiplayer Browser Game

January 2020

- Implemented Custom Websocket Serialization and RPC Interface.
- Implemented **WebGL** graphics via the **PIXI.JS** library.
- Designed custom tooling for user-generated content.
- Created custom web game engine with input, asset loading, and networking subsystems.
- Implemented client-server networked game and engine.

Stakken | Cross-Platform Desktop Application

June 2021 – November 2022

- Utilized **C++** and **C++20** features.
- Utilized cross-platform build tools including **CMake** and **VCPKG** to enable building on Windows, Linux, and macOS.
- Implemented **OpenGL 3.5** based rendering.
- Implemented GPU-Accelerated GUI with a custom layout system.
- Utilized **SDL2** for cross-platform input and windowing.

Education

Tennessee Technological University

August 2019 – May 2022

Bachelor of Science in Computer Science, Minor in Mathematics

Cookeville, Tennessee

Technical Skills

Languages: TypeScript, JavaScript, Java, C++, C, SQL

Developer Tools: VS Code, Visual Studio, Google Cloud Platform, Android Studio, Git, Agile, Docker, Bash, Zsh

Technologies/Frameworks: React.js, React Native, MongoDB, MySQL, Linux, CMake, Node.JS, Webpack, GraphQL