COLIN MAYS

SOFTWARE DEVELOPER | REACT · TYPESCRIPT · ELECTRON · PRODUCTION SYSTEMS

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PROFESSIONAL PROFILE

Software developer with production web application experience and end-to-end ownership of desktop software, including a commercially released, revenue-generating Steam product. Experienced in application architecture, automated testing, diagnostics, data integrity, and release engineering. Improved page-load performance by 40%, contributed to 50% organic traffic growth, and resolved 85%+ of assigned support issues within 24 hours.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript (ES6+), SQL, HTML5/CSS3, C#, PHP; Java (coursework)

Frameworks & UI: React, Vue.js, Electron, Vite, Three.js, React Three Fiber, Zustand, Sitefinity, WordPress

Testing & Delivery: Vitest, React Testing Library, Git, Docker, Postman, Jira, Trello, Steamworks, release QA, Windows packaging

Data & Systems: MySQL, SQL Server, REST APIs, WebSockets, Apache, Nginx, AWS EC2/S3, Azure

PROFESSIONAL EXPERIENCE

Independent Software Developer | Self-directed products · Remote | Jul 2025 – Present

WHUCK Protocol | Commercial software product | 2026

- Independently architected, developed, and commercially launched a Windows 3D roguelite on Steam in November 2026 using JavaScript, Three.js, Vite, and Electron.
- Built modular, data-driven gameplay systems supporting 60+ weapons, six ships, six biomes, six bosses, persistent unlocks, configurable difficulty, and 49 fleet-mastery rewards.
- Designed performance-conscious combat systems with a 640-projectile cap, reusable rendering components, and automated checks for release-sensitive interactions.
- Managed Steamworks technical review, controller compatibility, depot uploads, separate full-game and demo packaging, and post-launch updates; implemented English plus seven translated language catalogs.

Published product: store.steampowered.com/app/5518650/WHUCK_Protocol/

TaskTabby | Desktop productivity application | 2026

- Architected a Windows-first focus application using Electron, React, TypeScript, Vite, Zustand, and Three.js; owned implementation, test strategy, installers, and alpha release delivery.
- Engineered multi-window architecture with typed IPC, synchronized state, an always-on-top companion overlay, tray actions, and installer/portable distribution.
- Built privacy-first local focus tracking with opt-in application awareness; fixed deletion persistence through durable markers and controlled flush behavior.
- Verified 659 automated tests across 127 files covering UI, persistence, migrations, and edge cases; validated packaged builds, clean shutdown, and release-file integrity.

COLIN MAYS | ENGINEERING EXPERIENCE & PROJECTS

PROFESSIONAL EXPERIENCE (CONTINUED)

Software Developer | MAXX Potential | Feb 2024 – Jul 2025

- Improved Sitefinity page-load performance by 40% and helped drive a reported 50% increase in organic traffic through accessibility fixes, SEO improvements, and frontend optimization.
- Developed and maintained production Vue.js, JavaScript, PHP, SQL, and content-management systems, handling bug fixes, enhancements, performance issues, and operational support.
- Resolved 85%+ of assigned issues within 24 hours while supporting secure healthcare applications used by 500+ internal users; investigated defects and deployment concerns.
- Optimized database and server workflows for a public university platform; used Docker and C# to help improve deployment consistency and application stability.

Internship Simulator Director & Program Manager | MAXX Potential | 2024 – 2025

- Led and mentored 12+ interns across software development, cybersecurity, and data analytics; organized Jira/Trello workflows supporting 90%+ on-time milestone delivery.
- Built an open-source, hands-on training environment adopted for intern onboarding, emphasizing Git, SQL, Docker, Agile workflows, ticket management, and technical documentation.
- Reworked underperforming networking instruction and designed practical cybersecurity exercises and onboarding materials to strengthen technical preparation.

SELECTED ENGINEERING PROJECTS

MedScribe | Electron · React · TypeScript · WebSockets · AES-256-GCM | 2026

- Built a desktop clinical-documentation prototype combining live transcription, clinician-reviewed encounter facts, AI-assisted note drafting, and an EHR clipboard handoff workflow.
- Designed a local-first security model with AES-256-GCM encryption, per-encounter data keys, and Windows DPAPI/safeStorage protection for sensitive records.

Provider Scheduling Automation | TypeScript · Excel processing · PDF generation | 2026

- Developed a rule-based scheduling engine that ingests provider and facility spreadsheets, applies follow-up windows, daily capacity limits, exception priorities, and missed-patient recovery rules.
- Generated review-ready daily schedules with needs-review output, formatted Excel workbooks, organized facility/provider folders, and PDF exports.

EDUCATION, CERTIFICATIONS & RECOGNITION

Education: Western Governors University — B.S. Software Engineering, in progress

Certifications: CompTIA IT Fundamentals (ITF+); Woz U Java Certification; Google IT Support Specialization

Recognition: Two MAXX Potential Employee of the Month awards (2024); WGU Excellence Award for academic writing