

DAVID RIVERA

Full-Stack Software Engineer

contact@davidrivera.me | 770-655-5345 | Atlanta, GA
linkedin.com/in/dlrr | github.com/dave89rr | davidrivera.me

SUMMARY

Full-stack software engineer, strongest on the front end, shipping web apps with React, TypeScript, and Node. Five-plus years turning messy business processes into working software, from a Discord/Twilio automation system to production sites that pull live data from property-management and retail APIs. Comfortable owning a feature across the stack: UI, API, database, and the deployment behind it.

CORE SKILLS

Languages: JavaScript, TypeScript, Python, PHP, SQL, HTML5, CSS3

Frameworks & Libraries: React, Redux, Next.js, Tailwind CSS, Node.js, Express, Flask, Prisma, Sequelize, SQLAlchemy

Tools & Infrastructure: Docker, Caddy, PostgreSQL, SQLite, Server-Sent Events, Buildium API, LLM APIs, Git, Linux

Methodologies: Object-Oriented Programming (OOP), Test-Driven Development (TDD)

PROJECTS

River Nest Properties Website | React 19 • TypeScript • PHP • Buildium API

2026

- Rebuilt the company site so listings and photos sync automatically from Buildium, saving roughly 40 to 60 minutes of manual work per listing.
- Fixed a broken inquiry form so each inquiry now reaches the team inbox and opens a lead in Basecamp; pre-rendered pages to HTML, with a PHP API serving a cached Buildium feed and an image proxy converting photos to WebP.

GamersAtlas: Social game-tracking web app | React 19 • Express 5 • SQLite • Docker

2026

- A Goodreads for video games: players shelve what they play, pull achievements from Steam and Xbox, find friends for co-op, and open guides at the part they are stuck on.
- Built the React front end against an Express 5 API on SQLite with full-text search and an admin queue for approving user-submitted guides; shipped with Docker and Caddy.

D&D Combat Tracker: Real-time tabletop tool | Next.js 15 • React 19 • TypeScript • Postgres • Prisma

2026

- A live combat tracker my D&D table uses: the DM runs initiative, hit points, and conditions from one screen while players see only what their characters would know, with every roll syncing to all screens in real time over server-sent events.
- Kept the rules engine free of database calls so it runs against 2,300+ automated tests; Postgres via Prisma with serializable transactions, an event log with undo, and D&D Beyond character import.

GGCMaps: Interactive Campus Map (Team Lead) | github.com/avestech/ggcmaps.github.io

2017 to 2018

- Led a 4-person team building a campus map web app that finds any room at Georgia Gwinnett College and highlights it on the building map for students; shipped to production at ggcmaps.com.
- Built in vanilla JavaScript with location search and map interaction; open-sourced repository forked 24 times.

PROFESSIONAL EXPERIENCE

Operations & Systems Manager | Pirani Properties

January 2025 - Present | Atlanta, GA

- Run the software and digital systems for a parent company with four businesses spanning property management, food service, and retail.
- Built the River Nest Properties website, with live listings from the Buildium API and inquiries routed into Basecamp.
- Built internal command-line tools on the Buildium and Lightspeed Retail APIs, including a monthly commission and tips calculator, replacing manual spreadsheet work across the businesses.
- Coordinate development work, vendors, and contractors to keep operational and technical projects on schedule.

Family Health & Operations Sabbatical

September 2023 - January 2025

- Stepped away from full-time engineering to navigate a major family transition requiring full-time caregiving and domestic management.
- Stabilized long-term household logistics and administrative accounts before cleanly re-entering the workforce.

Senior Software Developer | Southern Exteriors

May 2023 - September 2023

- Diagnosed severe latency in the application's search feature, tracing it to redundant database calls and over-fetching (loading 50 to 100 unoptimized records to render roughly 20 results), and recommended client-side caching and query and pagination optimizations to reduce database load.
- Introduced unit testing, with a planned integration-test suite, to catch regressions before production and address a recurring pattern of new features breaking existing functionality.
- Authored custom database queries for recurring business reporting the application could not generate natively.

Software Engineering Immersive | App Academy

March 2022 - August 2022

- Completed 950+ hours of full-stack training in web development, OOP, and test-driven development.
- Built and deployed web applications with React, Node.js, Express, and Flask backed by relational databases.

Continuous Improvement Lead | iRepairIT

October 2018 - January 2022

- Designed and built a custom Discord bot (discord.js) integrated with Twilio, automating customer SMS notifications (appointment reminders, store locations, and parts-availability alerts) to drive repair-return traffic.
- Developed an interactive in-bot repair-cost calculator and employee reminder/task workflows to standardize quoting and internal coordination.
- Engineered a company-wide automated notification and training-compliance system (Trello webhooks + the Discord bot), driving training compliance from 64% to 98%.
- Automated monthly financial processing with advanced spreadsheet logic, cutting it from 12 hours to 45 minutes.

EARLY CAREER

R5 Photo, LLC | Wedding Photographer / Team Lead (2008-2016)

Visible Name, LLC | Web Developer & SEO / Embroidery Machine Operator (2007-2015)

EDUCATION

B.S. Information Technology - Software Development

Georgia Gwinnett College

Software Engineering Immersive, App Academy (950+ hours, Aug 2022)

Languages: English (Native), Spanish (Native), French (Intermediate)