

# ERA SAHLMUELLER *they/them*

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## EXPERIENCE

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### Full Stack Engineer (Contractor)

*Awakening Software*

May 2022 – Present

Toronto, ON (Remote)

- Designed and implemented numerous full stack solutions for products in the real estate technology market.
- Created modular components for common UI features including complex input fields that integrated PHP, HTML, SQL (MySQL), CSS, and Javascript.

### Web Developer (Internship)

*Hypatia Systems*

Feb. 2021 – Aug. 2021

Vancouver, BC (Remote)

- Designed and implemented a standalone web application using Node.js, HTML, CSS, SQL (Postgres), and Javascript, which was used to demonstrate Hypatia's CheckMath API to clients in the education technology field.
- Contributed to the development of experimental features for Hypatia Learn, extending the existing codebase.
- Produced technical documentation for Hypatia's CheckMath API to be used by clients and future developers.

## EDUCATION

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### University of Toronto

*Honours Bachelor of Science in Computer Science (HBCS.)*

Sept. 2018 – May 2023

Toronto, ON

- Graduated with high distinction (3.94 GPA). Specialized in Human-Computer Interaction.

## PROJECTS

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### 3Dice [✉](#) | *Typescript, React, Redux Toolkit, SCSS, Node.js, Heroku*

Nov. 2023 – Present

- Created 3D objects using SCSS and SVGs that can be customized via a desktop GUI that supports complex user interactions with an intuitive UX.
- Stored all user information locally to promote data privacy and reduce network costs, while enabling important features like saving, loading, sharing, and history.

### Assassins [✉](#) | *Typescript, React, Redux Toolkit, CSS, Socket.IO, Node.js, Express, Heroku*

Aug. 2023 – Feb. 2024

- Designed and implemented a fully-featured virtual card game including tutorial, single-player, and multiplayer.
- Implemented client-authoritative multiplayer by building a custom websocket middleware using Redux Toolkit, Socket.IO, and Express.
- Currently receiving over one thousand unique monthly visitors as measured by CloudFlare.

### Red Herring [✉](#) | *C#, Unity*

Sept. 2022 – Apr. 2023

- Director and Development Lead for a team of 4 developers and 17 contributing artists from both the University of Toronto and Centennial College
- *Best Overall Game, Honourable Mention* at the 2023 LevelUp Student Games Showcase, chosen from among 100 games developed by students from universities across Ontario.

Additional projects can be found on my [portfolio](#) [✉](#) as well as my [GitHub](#) [✉](#)

## CLUBS & VOLUNTEERING

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### Technology Leadership Initiative, Member

*University of Toronto*

Sept. 2020 – May 2022

- Participated in accelerated, project-focused sections of software development courses.

### Sexual Education Center, Volunteer

*University of Toronto*

Sept. 2023 – May 2023

- Assisted students and community members in accessing sexual health products, information, and services.
- Performed day-to-day office tasks.

## TECHNICAL SKILLS

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**Languages:** Typescript (ES6), Javascript (ES6), CSS, SCSS, HTML5, Python, C#, PHP, C, SQL, LaTeX

**Frameworks & Libraries:** React, Redux Toolkit, Node.js, Vite, Django, Socket.IO, Express

**Developer Tools:** Git, VSCode, Prettier, ESLint, figma, NPM

**Software & Services:** Heroku, CloudFlare, Postgres, MySQL, MongoDB, Unity, FL Studio

**Miscellaneous:** Audio production, technical writing, public speaking and presentation