JAMES STROHM

FULL-STACK DEVELOPER

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EXPERIENCE

CLUBE CERTO — Belo Horizonte, MG

2025 – Present

Full-Stack Developer

- Built and deployed 8+ RESTful microservices and 432+ Vue/React front-end components for a loyalty SaaS platform, architecting 281 database models across 32+ domain-driven feature modules.
- Integrated 5+ payment providers (Asaas, EFI, Vindi, GalaxPay) for PIX/Boleto transactions and external APIs for Firebase, telecom (IXC), and healthcare (Hinova).
- Developed 5 AWS SQS worker pipelines handling associate onboarding, lead management, WhatsApp messaging, and bulk Excel imports processing 50K+ rows.
- Implemented JWT auth with multi-role RBAC, Zod validation, real-time Socket.io, and an automated financial recovery system with multi-channel collection drivers.
- Built reusable front-end component systems including a 1,100-line dynamic AutoForm generator (16+ field types), enterprise DataTable, and real-time financial dashboards.

NODE.JS | TYPESCRIPT | VUE.JS | REACT | MYSQL | REDIS | AWS S3 | AWS SQS | REST APIS | MICROSERVICES | GIT

COMFORTLY TRAVEL

2025 – 2026

Software Engineer (Back-end)

- Built and maintained Node.js/Express REST APIs deployed on AWS EC2 with Docker containerization for a travel booking platform.
- Optimized PostgreSQL queries and indexing strategies, reducing API latency by 25% and improving data access speed by 30%.
- Implemented CI/CD pipelines with GitHub Actions, reducing deployment errors by 80% and enabling reliable continuous delivery.

UPWARDTECH

2024 – 2026

Software Engineer (Consultant)

- Designed and built Flask + PostgreSQL CRM APIs for client projects, delivering custom business logic and data modeling.
- Automated client onboarding workflows, reducing manual setup time by 40% through programmatic provisioning.
- Improved production observability and incident response with AWS CloudWatch monitoring, logging, and alerting.

UNITED STATES AIR FORCE

2017 – 2022

Logistics Specialist

- Supported 5,000+ airlift missions across 24 countries; automated inventory tracking with Python on Linux, managing 33,000+ tons of cargo.

PROJECTS

AUTOMATED BILLING ENGINE

Professional — Clube Certo

Automated multi-channel billing collection engine

- Built an automated collection system with rule-based triggers (D+3, D+7, etc.), CRON batch processing, and multi-channel delivery via pluggable email/WhatsApp/SMS drivers.
- Implemented email pixel tracking with unique UUIDs for open detection, rate-limited SMTP pooling (1 email/3s), and atomic transaction logging with retry on failure.
- Processed thousands of invoices hourly across companies with status filtering, amount ranges, weekend skipping, and a test mode for safe staging rollout.

NODE.JS | MYSQL | CRON | SMTP | WHATSAPP API | STATE MACHINE

HERO

VIEW SITE

Professional — Clube Certo

Enterprise admin dashboard with 432 components across 42 feature modules

- Built a 432-component Vue 3 + TypeScript admin dashboard with TanStack Query for data fetching, shadcn-vue component system, and dark mode support.
- Developed a dynamic AutoForm generator (1,100+ lines, 16+ field types) and enterprise DataTable (850+ lines) with pagination, sorting, sticky headers, and global filtering.
- Implemented role-based permission controls, financial dashboards with real-time metrics, and a feature-driven modular architecture with isolated routing per module.

VUE 3 | TYPESCRIPT | TANSTACK QUERY | TAILWIND CSS | SHADCN-VUE | VITE

A.L.F.R.E.D

GITHUB

Personal — Voice-Enabled AI Assistant

All-Knowing Logical Facilitator for Reasoned Execution of Duties

- Engineered a voice-enabled desktop assistant with multi-provider LLM fallback (OpenAI, Claude), ElevenLabs TTS, and a PySide6 GUI featuring real-time waveform visualization and system dashboards.
- Implemented semantic memory via ChromaDB vector storage with OpenAI embeddings, plus Google Calendar, weather, file search, and system automation integrations.

PYTHON | PYSIDE6 | OPENAI API | CHROMADB | ELEVENLABS

CHESS ENGINE + AI

GITHUB

Personal — C++17 / SDL2

Chess engine with AI opponent using minimax search, alpha-beta pruning, and SDL2 GUI

- Built a chess AI with minimax + alpha-beta pruning, quiescence search to resolve capture sequences, and a killer move heuristic for faster pruning at depth 5.
- Implemented positional evaluation with king safety, pawn structure analysis (doubled/isolated/passed pawns), bishop pair bonuses, and piece-square tables.
- Developed an SDL2 graphical interface with click-to-move interaction, move highlighting, undo, live scoreboard, and real-time status messages; compiled to WebAssembly via Emscripten for in-browser play.

C++17 | SDL2 | CMAKE | OOP | DATA STRUCTURES | MINIMAX | ALPHA-BETA | ALGORITHMS | WEBASSEMBLY | EMSCRIPTEN

EDUCATION

ECPI UNIVERSITY

2024 – 2026

B.S. Information Technology (Software Development)

GPA: 4.0

CODING TEMPLE

2024

Certificate, Software Engineering

TECHNICAL SKILLS

BACKEND	Python, PHP, Node.js, TypeScript, JavaScript, Express, Flask, Django, REST APIs, Microservices, JWT, OAuth2, Socket.io, Zod, Firebase, Stripe
FRONTEND	React, React Native, Vue.js, Python, Tailwind CSS, HTML5, CSS3
DATABASE	MySQL, PostgreSQL, MongoDB, Sequelize, Redis
CLOUD & DEVOPS	AWS EC2, S3, SQS, CloudWatch, Docker, Git, GitHub, GitHub Actions, CI/CD, Linux
TESTING & METHODS	Jest, Mocha, Agile, Scrum, Kanban, Code Review
OTHER	C, C++, SDL2, CMake

LANGUAGES

English — Native **Portuguese** — Native **Spanish** — Professional