

Evan Boodoosingh

Software Developer · React · TypeScript · Full-Stack MERN

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TECHNICAL SKILLS

Languages: JavaScript (ES6+), TypeScript, HTML5, CSS3, SQL.

Frontend: React 18/19, Vite, Tailwind CSS v4, Framer Motion, Context API, Responsive Design, React Router, Lucide React, Sanity Studio

Backend & Database: Node.js, Express 5, MongoDB, PostgreSQL, GraphQL, RESTful APIs, JWT Authentication, bcrypt, Resend, Serverless Functions

Tools & Cloud: GCP, AWS CDK, Nginx, PM2, SSL/HTTPS, CI/CD, Git, GitHub, Vercel, Railway, MongoDB Atlas, Sanity CMS, Behold.so, Storybook, Figma, Claude (Anthropic), GitHub Copilot, Cursor

FEATURED PROJECTS (2025-2026)

Queued (Social Anime Platform)

Full-Stack Software Engineer

- Full-Stack Architecture & Data Reliability: Engineered a social anime platform using React 19, Node.js, and MongoDB, implementing a custom asynchronous retry loop and in-memory caching layer to handle third-party API rate limits and ensure 100% data availability for episode synopses.
- Complex Data Modeling & Social Graph: Designed and optimized a friend-suggestion algorithm using MongoDB aggregation pipelines to score user compatibility based on mutual friends and shared viewing history, executing filters at the database level to maintain high performance during scaling.
- Global Synchronization & UX: Developed a client-side timezone utility to dynamically convert ISO 8601 air-dates to local time for global users and implemented Optimistic UI updates for social interactions, achieving a zero-latency feel while maintaining state-consistency through API rollback strategies.

Am I? (Real-Time Deduction Game)

Full Stack Software Engineer

- Built a real-time, two-player pop-culture deduction platform supporting live multiplayer sessions by leveraging Supabase PostgreSQL and real-time data synchronization.
- Engineered an automated AI verification pipeline integrating Google Gemini to generate and cross-reference shared character attributes against a structured database ground truth, successfully mitigating LLM hallucinations.
- Integrated Daily.co video architecture with deterministic room-code mapping and robust race-safe connection handling to ensure seamless, cross-browser audio and video streaming.

Singh's Roti Shop

Full-Stack Software Engineer

- Architected and deployed a production-grade web application for a multi-location, award-winning West Indian restaurant using Next.js (App Router) and TypeScript, ensuring rapid performance and robust SEO with LocalBusiness structured data.
- Engineered an embedded Sanity headless CMS integration that empowers non-technical owners to independently manage an 85-item, 10-category menu and a pausable customer review marquee with zero code changes.
- Designed a scalable config-driven content architecture (site.ts) to centralize all business locations, hours, links, and operational metadata, ensuring seamless maintainability and rapid brand updates.
- Implemented fluid scroll and interaction animations via Framer Motion with strict prefers-reduced-motion accessibility support.

Ash Tatts Miami

Full-Stack Software Engineer

- Built a fully headless client portfolio using React 19, TypeScript, Tailwind CSS v4, and Sanity CMS — client manages all content through a custom dashboard without touching code.
- Engineered a Vercel serverless edge function with Resend for contact form handling, sending dual confirmation emails server-side with zero API key exposure.
- Built a live Instagram feed integration using Behold following Meta's December 2024 Basic Display API deprecation — custom UI rendered from their JSON feed styled to match the site design system.

Prestige Lawn & Landscape

Full-Stack Software Engineer

- Architected a config-driven marketing site enabling rapid multi-page deployment and unified global state updates via a single source-of-truth configuration file.
- Built a before/after gallery using react-compare-slider with a custom-branded drag handle, chosen over hover-based interactions for cross-platform consistency between desktop and mobile.
- Designed a texture-based visual system using three alternating material backgrounds with layered overlays, creating consistent visual rhythm across all sections and card components.

LEADERSHIP EXPERIENCE

Distribution Center Coordinator <i>NE Smoke Distribution</i> - Established a regional distribution center and architected a custom inventory management system to track thousands of SKUs. - Streamlined supply chain logistics, reducing fulfillment delays and improving order accuracy.	01/2023 – 12/2024 Nashua, NH
Operations Manager <i>City Smoke Shop</i> - Managed 5+ retail locations through virtual and in-person leadership, ensuring operational efficiency and compliance. - Analyzed P&L reports to identify process optimizations, contributing to a 30% increase in financial growth. - Scaled operations from 3 to 20+ retail locations across New England, managing high-stakes opening procedures and vendor logistics.	01/2018 – 12/2024 Boston, MA

EDUCATION

B.S. Computer Science <i>Southern New Hampshire University</i> Pursuing a Bachelor of Science in Computer Science with a focus on software engineering, data structures, algorithms, and systems design.	Expected 2028
Software Engineering Program (740+ Hours) <i>TripleTen</i> Intensive, project-based curriculum covering Full Stack development, Data Structures, and Algorithms.	06/2025 – 10/2025