Austin Gautney

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Summary

Software Engineer who thrives on building practical, meaningful applications that solve real problems. Over the past three years, I've led projects from concept to production—navigating every phase of the software development lifecycle while balancing performance, security, and usability. I enjoy working side by side with diverse teams, brainstorming ideas and turning them into polished, reliable solutions. My passion for continuous learning fuels my drive to keep refining both my technical skills and my collaborative approach

Skills

Frontend	HTML/CSS · JavaScript/TypeScript · React · Next.js · React Native · Material UI · Redux
Backend	C# · .NET · Entity Framework · Python · Node.js · GraphQL · PostgreSQL · SQL · Redis
Tools	Git · AWS · Jest · Docker · NSubstitute · xUnit · Shell/Bash · Selenium

Work Experience

Criterium Engineers Software Engineer   *Aug 2024 - Dec 2024*

- Refactored approximately 70 React/TypeScript components by upgrading multiple MUI versions and other libraries, enhancing code maintainability and overall performance
- Designed and defined project timelines for a component-based PDF builder and generator, leveraging AWS ECS for a containerized API and S3 for scalable storage
- Resolved over 80% of user-reported production issues—including data errors and application-breaking bugs—using AWS
- Integrated Redux into an Expo-based React Native app, optimizing state management and improving responsiveness
- Developed unit tests for React/TypeScript components using Jest, improving code reliability

Fullstack Academy Software Engineer Mentor   *Aug 2022 - Dec 2023*

- Achieved a 40% increase in mentor productivity, training a proficient team of 10 new hires in 2 weeks
- Led project teams of 4-5 engineers, resulting in successful deployment and hands-on mentorship in software development fundamentals
- Facilitated mock interview workshops for 200+ students using REACTO problems, guiding discussions on challenges and solutions in data structures and algorithms

Hoalistic Software Engineer   *May 2022 - Sep 2022*

- Created a cost and revenue analysis tool by integrating Plaid for real-time bank transaction data
- Developed and launched an HOA budget management web app with React, Supabase, and Heroku, consistently meeting deadlines
- Participated in weekly meetings to define requirements & features, ensuring project deadlines were met

Current Projects

noDoom Web Application   🔗 *splix1/noDoom*

- Designed and developing a web and mobile application that aggregates Bluesky and Reddit feeds into one streamlined, limited timeline to curb doomscrolling
- Built with Next.js/TypeScript, .NET/C#, Supabase, and Redis—backed by automated tests (Selenium, xUnit, Cucumber) for reliability

Education

Fullstack Academy Software Engineering Certificate   *Nov 2021 - Apr 2022*