

Kashawn Brown

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PROFESSIONAL SUMMARY

Full-stack software engineer with 3+ years building and shipping production applications end-to-end in TypeScript/Node.js, React/Next.js, Go, and Java/Spring Boot. Delivered live platforms owning architecture, APIs, frontend UX, auth, observability, testing, CI/CD, and deployment. Strong in fast-moving, high-ownership environments where shipping quality software, pragmatic decisions, and close feedback loops matter.

TECHNICAL SKILLS

Languages: TypeScript, Java, Go, Python, JavaScript, SQL

Backend: Fastify, Node.js, Spring Boot, FastAPI, Supabase, chi, REST APIs, OpenAI API, Anthropic API, Claude Code (skills)

Frontend: Next.js, React, React Native, Expo, Tailwind CSS, HTML, CSS

Cloud/DevOps: GCP, AWS, Docker, GitHub Actions, CI/CD, Prometheus, Grafana

Databases: PostgreSQL, Redis, MongoDB, MySQL, Firebase

Testing/Quality: Vitest, JUnit, Mockito, Postman, k6

PROJECTS

Career-Tracker.ca | *TypeScript, Fastify, Next.js, OpenAI API, PostgreSQL, Prisma, Redis, GCP, OAuth2, JWT*

- Built and launched a **live SaaS platform** used by real job seekers, owning the full product end-to-end: backend APIs, frontend UX, AI-powered workflows, cloud deployment, and ongoing iteration.
- Shipped **5 AI-powered features**: resume analysis, job matching, cover letter generation, and more, with cost-controlled execution that only charges for successful runs.
- Secured the platform end-to-end with **token-based auth**, rotating sessions, cross-site request protection, **Google OAuth**, and **rate limiting**, built to production security standards.
- Wrote **integration tests** across 12 modules, instrumented AI runs with timing/token/cost/error analytics, and surfaced usage in admin dashboards; deployed to Cloud Run with **CI/CD** and load tested at **44–47 req/s** with **0% failures**.

MicroFlix | *Java, Spring Boot, Spring Cloud, PostgreSQL, AWS, Prometheus, Grafana*

- Designed and built a four-service microservices platform in **Java/Spring Boot**, architected so each service scales and deploys **independently**, enabling production reliability without cross-service bottlenecks.
- Built end-to-end monitoring across all services and used it to identify and fix a critical query bottleneck, improving response time by **~28x** (1.2ms → 0.04ms) through targeted database indexing.
- Eliminated a cascading HTTP request pattern that was multiplying network calls (1+N pattern), reducing browser round trips to 1 and downstream service calls to 2.
- Containerized with multi-stage Dockerfiles and dev/prod Compose overrides; deployed to AWS EC2 with GitHub Actions **CI/CD** ordered behind successful builds.

AI Inference Platform | *Python, FastAPI, vLLM, PostgreSQL, SQLAlchemy, Docker, Prometheus, Grafana, k6, GitHub Actions*

- Built a self-hosted AI inference platform that serves live model requests in **real time** while processing high-volume **batch jobs** in the background, both running from a single deployable system.
- Designed a reliable job queue in Postgres with **per-job failure isolation**, ensuring failed jobs don't block others and the system stays simple to operate.
- Instrumented the system with metrics, structured logs, and request tracing across all components; **load tested** under realistic conditions to validate latency and reliability before deployment.
- Shipped as a reproducible **Docker Compose** stack with **GitHub Actions CI** (ruff, black, pytest) and Alembic migrations.

Shot O'Clock | *React Native, Expo, TypeScript, Supabase, PostgreSQL, Expo Push Notifications*

- Architected a **server-authoritative** game engine for a real-time multiplayer **iOS/Android app**, routing every gameplay action through 15+ guarded backend functions to eliminate client-side cheating and desync by design.
- Built a multi-device countdown timer synced within **~1 second**, backed by **server-side phase transitions** that keep the game running even if every client disconnects.
- Shipped a cross-platform **push notification system** alerting players to time-sensitive game events while the app is backgrounded.
- Ran a disciplined **AI-assisted development** workflow across 17+ build phases and wrote 200+ unit tests against core game logic as pure functions, catching regressions before they reached a device.

Circle Accountability | *Go, React Native, Expo, Next.js, PostgreSQL, Clerk, Turborepo, GCP, GitHub Actions, k6*

- Built a cross-platform accountability app for **iOS, Android, and web** from a single codebase, Go backend, Expo mobile, and Next.js web sharing a typed contract layer so all three surfaces stay in sync and ship features together.
- Integrated Clerk for auth with a custom Go middleware layer verifying sessions on every protected request and syncing user identity to a local database without storing credentials, keeping auth and app data cleanly separated.
- Designed a group progress engine tracking each member's check-ins against shared period goals, with per-member targets and snapshot writes that preserve historical completions without affecting active progress.
- Deployed to GCP Cloud Run with Neon serverless Postgres and schema migrations; instrumented with **structured logging, load tested** core endpoints with k6, and automated **CI/CD checks** (go vet, TypeScript typecheck, lint) on every PR.

EXPERIENCE

AI Model Evaluator

Oct 2024 – Present

Outlier AI

Remote

- Evaluated AI-generated responses and code against quality and correctness criteria, producing consistent scoring decisions under ambiguous requirements.
- Reviewed LLM-generated code for correctness and maintainability; performed preference ranking and adjudication to identify failure modes and ensure consistent quality standards.

Lead STEM Instructor & Camp Coordinator

Jun 2020 – Aug 2024

African Canadian Christian Network

Scarborough, ON

- Created Java and intro to AI curricula to teach 120+ students programming/intro to AI across programs over 4 years; built demo apps, coordinated schedules and managed other instructors to deliver multi-camp sessions on time.

EDUCATION

University of Western Ontario

Sep 2018 – Apr 2023

B.S. Computer Science

London, ON