

Dillon Gesy

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PROFESSIONAL EXPERIENCE

ADVANCED COMMUNICATION SERVICES, LLC

Sept. 2024 - Present

IT Network Engineer — Full Stack Solutions Engineer

Manilla, IA

- Oversee and maintain IT infrastructure for 100+ clients, including cameras, computers, and software solutions
- Diagnose and resolve technical issues, install new systems, and customize existing setups to meet client needs
- Develop and maintain inventory management software solutions and mobile-ordering applications for clients

Subcontract — Wesco Industries | *Full Stack - React Native CLI, SQL, Git, Agile, Next.js, AWS, Square API*

- Spearheaded the design and development of a cross-platform mobile ordering application (iOS/Android) using React Native CLI, securing user authentication and accounts with AWS Cognito.
- Engineered a scalable, serverless AWS backend (Lambda, API Gateway, RDS) to drive all business logic, successfully integrating the Square API for real-time payment processing and the loyalty rewards program.
- Developed a full-stack Next.js admin portal that empowers non-technical staff with dynamic control over the menu, special store hours, and a push notification system (FCM) for broadcasting promotions.

Software Commission — “Inventory Warehouse” | *Java, SQL, Android Studio, Git, Agile, React, Next.js*

- Designed and implemented an inventory processing system, which included custom bar codes, specialized software on an Android barcode scanner, a database, and a web-based summary report
- Employed agile methodologies by working in sprints to iteratively demonstrate current project path and receive feedback to meet expectations

Software Commission — “Honey Checker” | *Java, Microsoft Graph API, Android Studio, Git*

- Created software on an Android barcode scanner to edit a client’s inventory using their already-established system
- Used Microsoft’s Graph API to edit SharePoint Excel information, allowing for remote changes to a spreadsheet
- Provided open communication that allowed for feedback and accurate implementation of client expectations

RELEVANT PROJECTS

PokeBot | *Discord API, JavaScript, SQLite, Git*

Aug. 2024 – Present

- Created and deployed a fully functional Discord bot using JavaScript and the Discord API
- Currently serves over 50 active users that interact with the bot as a collecting game
- Constantly leveraging community feedback to introduce new features and updating old features
- Maintain bot services on a dedicated server using git, secure shell access, and Kasm Workspace for updates and maintenance

Airarret | *Android Studio, Java, GitLab, CI/CD, Spring Boot, REST*

Aug. 2022 – Dec. 2022

- Collaborated with a team as a front-end developer to create a mobile game inspired by “Terraria,” a 2D sandbox adventure game, using Spring Boot and RESTful services for backend data-exchange
- Implemented weekly sprints with clear goals, enhancing productivity and ensuring timely delivery of features

Mars Rover Roomba | *Embedded Software, C++*

Jan. 2022 – May 2022

- Collaborated with a team to develop software in C++ for an embedded system that enabled a Roomba to traverse autonomously through unknown terrain
- Programmed and integrated ping and infrared sensors in order to provide real-time data for obstacle detection

EDUCATION

Iowa State University

Ames, IA

Bachelor of Science in Software Engineering, Minor in Mathematics

Aug. 2020 – May 2024

- GPA: 3.63

TECHNICAL SKILLS

Languages: JavaScript, Java, C/C++, C#, SQL, HTML/CSS, Verilog, VHDL

Frameworks: Node.js, JUnit, Spring Boot, .NET MAUI, React Native

Developer Tools: Git, GitLab, VS Code, Visual Studio, Android Studio, IntelliJ, Eclipse, SQLite, FileZilla, Postman

Other Skills: Agile Methodologies, Embedded Programming, Software Project Management (SDLC), AI, AWS