

Joseph Orlando

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EDUCATION

- **Master of Science - Computer Science** January 2026
Western Governors University
- **Bachelor of Science - Software Development** March 2020
Western Governors University

WORK EXPERIENCE

- **Innovation Software Engineer** January 2023 – January 2025
PLEXSYS Interface Products *Remote; Orlando, FL*
TypeScript, Svelte, SvelteKit, Rust, CI/CD, GitLab, TDD, Agile
 - Led frontend architecture and delivery of a real-time simulation platform supporting live streaming, recording, and playback of video, audio, and telemetry.
 - Designed and scaled a modular UI architecture using TypeScript, Svelte/SvelteKit, integrating with Rust-based APIs; enabled high-throughput, real-time data ingestion and review in advanced simulation environments.
 - Managed and mentored two engineers, established CI/CD (GitLab) and TDD practices, and partnered cross-functionally with the backend team.
- **Software Engineer** July 2020 – December 2021
PLEXSYS Interface Products *Remote; Orlando, FL*
React, TypeScript, GraphQL, Python, Docker, Ansible, Traefik, Keycloak, RabbitMQ
 - Led frontend development for a Training-as-a-Service (TaaS) platform using React, TypeScript, and GraphQL, integrating with a Python backend to support scalable, distributed learning environments.
 - Built and deployed a secure, scalable production infrastructure using Docker, Ansible, Traefik, and Keycloak, enabling reliable authentication, deployment, and system operations.
 - Supported 500+ university students across multiple academic semesters, gathering user feedback and collaborating with stakeholders in Agile workflows to iteratively improve features and platform functionality.

PROJECTS

- **Secure Self-Hosted Infrastructure**
Docker, Debian Linux, Bash, Traefik, Keycloak, Grafana, Prometheus, OAuth
 - Designed and deployed a production-grade, containerized infrastructure using Docker, Traefik, and Keycloak, managing end-to-end deployment, authentication, RBAC, and secure service orchestration via Debian Linux.
- **Distributed IoT Monitoring Platform**
Python, Next.js, PostgreSQL, IoT
 - Architected a multi-tenant, distributed IoT platform with scalable APIs and time-series storage, ingesting real-time sensor data across multiple farms, and built a Next.js dashboard enabling centralized monitoring, analytics, and operational visibility.
- **AI-Powered Learning Engagement Platform**
React, Python, C#, Azure, Docker, Computer Vision, NLP *devpost.com/software/learn-ai*
 - Built a platform to improve remote learning engagement using facial recognition, video transcription, and AI-based summarization, developing a React frontend with backend services deployed on Azure for speech-to-text and NLP processing.
- **Game Mod Development (Unity)**
C#, Unity *thunderstore.io/c/stratfat/p/LeodisTaylor/*
 - Developed and published two Unity mods in C# with 3,500+ downloads, extending core gameplay systems and iterating features based on active community feedback.

SKILLS

- **Languages:** TypeScript (Node), JavaScript, Python, SQL
- **Frameworks:** React, Svelte, Next.js, GraphQL
- **Platforms:** AWS, Docker, Kubernetes, Linux, Git