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🌐 github.com/ThreeHats

Summary

Full-stack developer focused on automated testing, REST APIs, desktop applications, and developer tooling. Maintaining open source projects with 20,000+ monthly API requests.

Experience

Software Engineer, Freelance – Remote

Feb 2025 – present

- Collaborated with Soncraft founder to build integrations for their RPG music platform, including Foundry VTT module, Stream Deck plugin, and input device support (MIDI, gamepads, keyboard shortcuts)
- Developed internal REST API within Soncraft's Electron app to serve external integrations
- Delivered custom Foundry VTT modules for clients based on technical specifications

AI Code Reviewer, DataAnnotation – Remote

Mar 2024 – present

- Evaluated AI-generated code for bugs, security issues, and best practices across Python, TypeScript, and JavaScript
- Designed prompts that consistently exposed edge cases, logical errors, and failure patterns in AI-generated code
- Identified hallucinated content, security vulnerabilities, and subtle bugs to improve model accuracy

Kitchen Manager, Various Restaurants – Minnesota

Jan 2018 – Feb 2025

- Managed daily operations, inventory, and quality control for high-volume kitchens
- Coordinated teams of 5-15 staff during peak service; trained new hires on systems and procedures
- Resolved customer complaints and special requests; maintained high satisfaction in fast-paced environment

Skills

Languages: Python, TypeScript, JavaScript, HTML, CSS

Web & APIs: Node.js, Express, React, PostgreSQL, REST APIs, WebSockets

Tools: Jest, Docker, GitHub Actions, Git, Linux

Projects

Auto Wall – autowallvtt.com

2024

- Desktop tool (400+ downloads) for converting battle maps into wall data with automatic wall, door, and light detection
- Built with PyQt6, OpenCV, and scikit-learn for edge detection and color-based wall extraction
- Published releases for Windows, Linux (deb, AppImage), and macOS with CI/CD via GitHub Actions

Foundry REST API – foundryvtt-rest-api-relay.fly.dev

2024

- Relay server and Foundry module exposing VTT world data through REST endpoints and WebSocket communication
- Public relay handles 20,000+ requests/month; deployed on Fly.io with Docker and user authentication
- Integration tests with Jest tied into documentation generation via TypeDoc and Docusaurus

Sins2 Entity Tool – github.com/ThreeHats/sins2-entity-tool

2024

- PyQt6 desktop editor for game mod files with form-based UI auto-generated from JSON schemas
- Features undo/redo command stack, live validation, and visual research tree editor
- Includes texture preview, sound playback (Pygame), and localization support

Education

Zero To Mastery Academy, Udemy, Certificates in Software Engineering, Web Development

Jan 2023 – Dec 2023