

# JUSTIN BOHRER

512-257-7670 | [justin.t.bohrer@gmail.com](mailto:justin.t.bohrer@gmail.com)

Austin, TX | [linkedin.com/in/justin-bohrer/](https://www.linkedin.com/in/justin-bohrer/)  
[justinbohrer.rocks](https://justinbohrer.rocks)

## EDUCATION

The University of Texas at Austin, Austin, TX

**Graduating December 2025**

**Bachelor of Science in Education – Programming and Computation**

GPA: 3.78 | Dean's List (7x: Fall 2021–2024, Spring 2021, 2023, 2024)

Classes: Mobile Design, Databases, Game Design, Data Structures, Discrete Math, Data Visualization

## PROJECTS

- **Crazy 8s Multiplayer Card Game (Unity/C#, React, Node.js, Socket.IO)** — Engineered a cross-platform, real-time multiplayer experience where phones act as controllers, a Unity client displays the game state, and a Node.js backend manages game logic and WebSocket communication.
- **Cabo Bob's Burrito App (Swift, Xcode, Firebase)** — Designed and built a production-ready iOS ordering app with real-time menu, authentication, and database sync, enabling users to place and track custom food orders.
- **Personal Portfolio Website (HTML, CSS, JavaScript)** — Developed and deployed a responsive personal website to highlight projects and skills, featuring modern UI and cross-device optimization..
- **42 (Godot, GDScript)** — Implemented a full-featured multiplayer dominoes game including AI opponents, bidding mechanics, trump suits, and scoring logic.

## EXPERIENCE

Treevah, Remote

May 2025 - August 2025

Software Development Intern

- Developed and deployed a scalable, user-centric web application using React.js, Node.js, and JavaScript, integrated with Azure App Services and Azure Functions for real-time processing and high availability.
- Performed in-depth debugging and log tracing; improved code maintainability by refactoring architecture and conducting regression testing.
- Operated in an Agile environment, led sprint updates, collaborated with the CEO, and helped guide a software team through sprint planning and retrospectives.
- Engineered dynamic search and filtering functionality using Redux and RESTful API integration, enhancing UX and improving performance.

## Freelance

**PropertyReporter (SwiftUI, React, TypeScript, Firebase)** — *Full-Stack Property Inspection & Reporting Platform*

Built a complete property inspection ecosystem with iOS mobile app and React web platform, enabling field inspections and professional PDF report generation for property management companies.

- **iOS App:** Engineered offline-first architecture with local JSON persistence, 3-second timeout protection, and Firebase background sync; implemented multi-photo capture with GPS tagging, reverse geocoding, and interactive maps
- **Web Platform:** Developed PowerPoint-style PDF editor with Konva.js canvas manipulation, company asset management, and customizable report templates with jsPDF generation
- **Backend:** Designed Firestore database schema with role-based security rules, Firebase Storage with user/company isolation, and Cloud Functions for automated processing

## SKILLS

**Languages:** Python, Java, C#, Swift, JavaScript, HTML, CSS, GDScript

**Databases:** Firebase (Auth, Realtime DB, Firestore), SQL, MySQL, PostgreSQL, MongoDB, Neo4j, BigQuery

**Frameworks & Tools:** *React.js, Node.js, Godot Engine, Xcode, Azure App Services, Azure Functions, Redux, RESTful APIs*

**Libraries & Platforms:** Firebase Auth, Redux Toolkit, Looker Studio, Jupyter Notebooks