

Justin Bohrer

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PROFESSIONAL EXPERIENCE

KiTH Management Services

iOS & Web Developer (Contract / Freelance)

Austin, Texas

August 2025 - January 2025

- Built a complete property inspection ecosystem with offline-first iOS app and React web platform.
- **iOS:** Architected an offline-first property inspection app supporting intermittent connectivity, with local persistence, background data sync, and automated 3-second timeout recovery. Implemented multi-photo capture workflows with GPS tagging and reverse geocoding for precise location-based documentation.
- **Web:** Built a React-based interactive PDF editor enabling users to generate customizable inspection reports with real-time collaboration, asset management, and drag-and-drop template creation.
- **Backend:** Designed and implemented a Firestore database schema with granular role-based security rules; ensured secure, isolated media storage using Cloud Storage. Integrated backend services for seamless sync between iOS and web platforms..

Treevah

Software Development Intern

Remote

May 2025 - August 2025

- 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.

Projects

Crazy 8s Multiplayer Card Game (Unity/C#, React, Node.js, Socket.IO)

- Engineered a real-time, cross-platform multiplayer card game where players use phones as controllers, with a Unity client displaying game state and a Node.js backend handling game logic and live WebSocket communication.
- Designed robust turn-based mechanics, state synchronization, and interactive UI/animations, ensuring seamless gameplay and engaging user experience.

Burrito Ordering App (Swift, Xcode, Firebase)

- Developed a production-ready iOS app with real-time menu updates, secure authentication, order tracking, and offline-resilient Firestore database synchronization.
- Improved operational efficiency and user satisfaction through intuitive UI/UX, seamless data sync, and streamlined order processing.

42 (Godot, GDScript)

- Implemented a full-featured multiplayer dominoes game including AI opponents, bidding mechanics, trump suits, and scoring logic.

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.

EDUCATION

The University of Texas at Austin

Bachelor of Science in Education – Programming and Computation

Austin, Texas

Graduated December 2025

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