

Gerardo Medina

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EDUCATION

California State University, Fullerton

Fullerton, CA

Bachelor of Science in Computer Science

Expected Graduation: May 2029

- Relevant Coursework: Object-Oriented Programming, Data Structures, Software Development with Open Source Systems, Python Programming (in progress)
- Algorithm Board Member, ACM CSUF (Jan. 2026 – Present); ColorStack member

EXPERIENCE

Founder (50% owner)

Sep. 2026 – Present

Stelta LLC, software company (Adventure World contract since Mar. 2026)

Remote

- Building a ticketing site for Adventure World, an events brand drawing thousands of attendees, to replace a marketplace charging 12% + \$1.25 per ticket; ours charges 3.5% + \$0.50 (**about 69% less**) and the client keeps its brand and customer data (pre-launch)
- Built much of the React 19 single-page app with 2 partners (ticket wallet, transfers, checkout, event creation), sharing typed API contracts with the TypeScript/Express backend
- Gave organizers analytics on where buyers come from and where they drop out of checkout, recording visits with my open-source MetricHouse library into ClickHouse
- Load-tested checkout, then cut its database and Redis round trips, added caching, and gave background jobs their own Postgres pool so they can't slow buyers down; wrote **66 of the project's 90 test files**

Software Engineering Intern

Jun. 2026 – Aug. 2026

K.T. Engineering

California

- Cut a 3-hour manual log-filing task for finance and production to **30 minutes** (83% less, measured by a colleague) with a TypeScript and AWS Textract pipeline that pulls fields from documents and lets staff fix misread ones
- Built an internal React/Express app for searching job, part, and production records, replacing manual lookups across shared files and spreadsheets

AI Trainer, Machine Learning Expert

Sep. 2026 – Present

Handshake AI Fellowship

Remote

- Wrote 2 benchmark tasks for a frontier AI lab partner (**both accepted**) that test whether AI coding agents can keep a model-serving system correct through crashes, timeouts, and repeated messages (Python, Docker, PostgreSQL)

Lead Game Developer (Independent)

Nov. 2025 – Present

Roblox games: Dig and Shoot, Moo Legacy

Remote

- Led development of games with **25M+ combined visits**; *Dig and Shoot*, built with creator RiceGum, reached 1.7M+ visits in one month and about \$3.5K/month in revenue

PROJECTS

MetricHouse | TypeScript, Redis, Lua, Vitest

Sep. 2026

- Built an open-source library that tracks app metrics like sign-ups and sales inside an existing app, with no extra servers or paid hosted service, and gives live totals across every server; **8 npm releases**, about 1,200 tests
- Designed saves so a server crash partway through delays data instead of losing it, and sped up large saves by rewriting the step profiling showed was slowest

Backbone, 1st Place at LPL Financial Hackathon | TypeScript, React, Python, AWS

Oct. 2026

- Named team lead mid-build as one of two sophomores on a 5-person team after designing the architecture and RAG pipeline; split the work by each person's strengths
- Built a system that reads and tags clients' financial documents with AWS Textract so LPL's Cyan AI assistant can answer advisor questions, after an advisor told us he digs through several dashboards to find them

IronDome | Python, asyncio, SQLite

2025

- Built a data tool for an investor who buys Roblox games that tracked **101K+ games** over time to flag rising ones before they took off; its data informed 3 acquisitions, and the tool was later sold

Murmur | Python, Locust, AI agents

Sep. 2026

- Built an open-source load tester that sends traffic shaped like real users (sign in, browse, buy, leave) instead of looping one endpoint; AI agents map user paths from the code; 317 tests, 8 releases

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, SQL, C++, Lua

Frontend: React, Vite, TanStack Query, Zustand, Tailwind CSS, React Native

Backend & Data: Node.js, Express, PostgreSQL, ClickHouse, Redis, BullMQ, FastAPI

Testing & Tools: Vitest, Testing Library, pytest, Docker, AWS, GitHub Actions, Git, Linux