

# Jaxon Poentis

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## EDUCATION

### Washington University in St. Louis

St. Louis, MO

*Bachelor of Science in Computer Science + Math*

*May 2027*

- GPA: 3.76/4.0
- Awards: *Eagle Scout, Anheuser-Busch Scholar, Dean's List*
- Relevant Course Work: *Parallel Programming (Java), OOP Lab (C++), Rapid Prototype (Python, MySQL, JS), System Software (C, x86 ASM)*

## EXPERIENCE

### Spectrum

May 2025 – Aug. 2025

*Software Engineering Intern*

*St. Louis, MO*

- Modified **Java** backend controllers and **JavaScript** frontend to enable Ops engineers to choose BFS search directions for automated record replication across Salesforce orgs, saving 3+ hours of manual record insertion.
- Built a **Python** coupling analysis tool with custom search algorithms and AST parsing to map nested Java classes, reducing refactoring errors and saving 2–4 days of manual testing per cycle.
- Developed Java/Apex triggers and handlers to auto-populate fields and dispatch emails, streamlining workflows and reducing manual entry by 80%

### WashU Information Technology

Apr. 2025 – Present

*Devstac Software Developer*

*St. Louis, MO*

- Led migration of Firebase-based API calls into a **Node.js/TypeScript** backend, refactored the React UI, and deployed via Docker on **Vultr**, allowing game access for 100+ students in China.
- Developed **React.js** form validation and **Supabase** SQL RPC functions to capture item inputs and generate new inventory orders, streamlining order entry and checkout for 5+ clients.

### Health XR

Sep. 2024 – Jan. 2025

*Founding Software Engineer*

*St. Louis, MO*

- Led design and implementation of an XR healthcare assistant in **Unity + C#** with a **Python FastAPI** backend providing REST endpoints to scan and read medical documents, winning #1 at St. Louis startup tech week.

### Washington University in St. Louis

Jan. 2024 – Jan. 2025

*Data Structure and Algorithm Teacher Assistant*

*St. Louis, MO*

- Helped 50+ students understand and implement key concepts such as trees, graphs, and asymptotic runtime

## PROJECTS

### MilePM Bot | Go, Supabase, PostgreSQL

May. 2025 – Present

- Implemented a task manager discord bot with **Go**, using a **Supabase + PostgreSQL** database, to allow 5+ project teams and 100+ users to organize and track work across different milestones with tasks.

### Palantir Client Landscaper | Python, Node.js, Typescript, Docker, React, LLM

Mar. 2025 – May 2025

- Collaborated with Palantir engineers to build a backend pipeline and **React.js** frontend that fed meeting data into an **LLM**, generating relationship hierarchies via custom **TypeScript** ontology functions for 10+ orgs.
- Built a Dockerized **Node.js/TypeScript** service using Discord OAuth to launch **Python** Discord bots that joins the user's voice channel, record audio, and upload data into the data pipeline every 20s with sub 1s-delay.

### Swarm Robotics | WashU Robotics Software Lead | C++, Python, Ros2, Pub/Sub

Sep. 2023 – May 2025

- Architected and built a modular real-time **C++/Python** pipeline using ROS2 pub/sub to filter camera data to calculate 4+ robot poses and ids, allowing for sub 20 ms feedback loop for PID control.

### Multiplayer CapyCampus | Go, React.js, Typescript

Mar. 2025 – May 2025

- Developed a Club Penguin style multiplayer capybara game using a **Go** Gin/Gorilla WebSocket and GameManager with a pub-sub/action queue, using a **React.js/Phaser.js** client supporting 100+ users with sub-50 ms latency.

## TECHNICAL SKILLS

**Languages:** Java, Python, C++, C, C#, Go, SQL (Postgres), JavaScript, Typescript HTML/CSS

**Frameworks:** Node.js, React.js, Phaser.js, Express.js, Gin, Gorilla WebSocket, FastAPI, ROS2, OpenCV, Unity

**Technologies:** Docker, Supabase, Firebase, Vultr, MongoDB, PostgreSQL, UDP/TCP, Git, Linux