

# Elijah Munoz

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Full-Stack Web Developer with 4+ years of experience building, optimizing, and maintaining responsive, high-performance websites with a strong focus on SEO, user experience, and optimization. Proven ability to improve site speed, organic traffic, and usability through clean, scalable code using HTML, CSS, JavaScript, React, Next.js, and TailwindCSS. Experienced in e-commerce UX, third-party API integrations, deployment pipelines, and performance optimization in fast-paced environments.

## SKILLS

Programming & Development: **C++, Java, Python, JavaScript, HTML5, CSS3, MySQL, PHP**,  
Frameworks/Platforms: **React, Next.js, TailwindCSS, Responsive / Mobile-First Design, UI/UX Design**  
Cloud & DevOps: **AWS, GCP, Microsoft Azure, Terraform, GitHub Actions, Serverless Architectures**  
Tools & Collaboration: **Git, GitHub, Jira, Figma, VS Code, Agile/Scrum**,  
E-commerce & Optimization: **UX Optimization/SEO Best Practices/Third-Party API Integration/PO**  
**EDUCATION** California State University, San Marcos - Bachelor of Science, Software Engineering

## WORK EXPERIENCE

**Private Software Engineering Contractor EM-SoftwareSolutions**-Full Stack Developer July 2025 - Present

- Designed, developed, and deployed responsive, **SEO-optimized websites** using **Next.js, React, TailwindCSS, HTML, CSS, and JavaScript**, improving page load speed and mobile usability.
- Implemented **technical SEO best practices**, including **HTML, optimized metadata, image compression, and performance tuning**.
- Integrated **third-party tools and scripts** (forms, analytics, email automation, booking systems) ensuring cross-browser compatibility.
- Built and customized **e-commerce-style user flows**, focusing on conversion optimization, intuitive navigation, and clear calls-to-action.
- Deployed updates via **Git/GitHub and CI/CD pipelines**, maintaining clean, reusable, and scalable codebases.

**Qualcomm - AI + AR (CartOptics) Capstone** - Software Engineer Intern Aug 2024 - May 2025

- Developed an AR shopping assistant using **C# Unity/Snapdragon Spaces** with **95% object recognition accuracy**.
- Integrated **Python YOLOv8 + Gemini API** into microservices architecture, reducing query latency and improving scalability.
- Delivered 15+ user-centered features by applying **Agile/Scrum**, enhancing usability, system performance, and cross-platform stability.
- Collaborated with cross-functional teams to **design, test, and deploy scalable AR features** within Agile sprints.

**California State University, San Marcos** - IT Support On-Campus Systems Assistance Aug 2024 - May 2025

- Provided **technical support for campus systems**, assisting students and staff with hardware, software, account-related issues.
- Performed **Windows and Office 365 troubleshooting**, resolving **operating system, application, and connectivity issues**.
- Documented support requests and resolutions, improving **issue tracking, response consistency, and service efficiency**.

**Treobytes - STEM Education Nonprofit** - Code Instructor Lead Aug 2021 - May 2023

- Taught **Python programming** and game development to 100+ students, raising coding proficiency scores.
- Mentored student projects that combined **hardware + software**, resulting in 25+ functional apps/games.
- Mentored students on **front-end logic, visual design principles, and interactive application development**.

**California State University, San Marcos** - STEM SC Center Tutor Aug 2021 - May 2022

- Provided one-on-one and small-group tutoring in **C++ , and Calculus I & II**, strengthening logic, control flow, debugging, and **structured problem-solving skills** used in complex technical assignments.