

Anthony Wiedman

Full-Stack Software Engineer

Full-stack engineer designing and shipping production systems end-to-end: TypeScript/Node services, reactive web clients, and real-time transport layers over WebSocket, WebRTC, and SSE. Author of the zero-dependency open-source stack on npm (zQuery for frontend, zero-server for backend, zero-transfer for multi-cloud file transfer). Run horizontally scalable cloud deployments across containerized and serverless workloads with automated CI/CD pipelines, tuned for low-latency throughput and zero-downtime releases. Also love cats.

Philadelphia, PA Area tone@sent.com

EXPERIENCE

Feb 2024 - Present

Software Developer @ Campfire Games ApS

Hillerød, Denmark (Remote)

- Web platform developer on Service Records - the largest community-focused update in War of Rights' history, succeeding the legacy Company Tool with a unified profile, stat tracking, match history, replays, leaderboards, and seasonal rewards.
- Designed and built player profile, units (regiment/clan), and seasonal leaderboard systems on the web platform.
- Implemented international time-zone-aware event calendar to coordinate community events across regiments worldwide.
- Built secure ASP.NET / EF Core APIs with Microsoft Identity, integrating Steam authentication and crowdfunder reward redemption for 14,000+ backers.
- Contributed to the global ban / offense tracking and report mechanism backing the game's anti-toxicity initiative.

Jun 2019 - Mar 2024

Founder & Web Developer @ MolexWorks

Upper Chichester, PA

- Delivered full-stack client websites and applications, owning design, implementation, deployment, and domain/asset management.
- Architected normalized relational databases and reusable component libraries to accelerate client delivery.
- Practiced disciplined branch-based Git workflows and modern CI for solo and small-team projects.
- Continuously evaluated and adopted new frameworks (React, Angular, Electron, Tailwind) to keep client products current.

Jul 2022 - Sep 2022

Full-Stack Java Developer / Software Engineer @ Revature LLC

Chichester, PA

- Served as Front-End lead on multiple Angular group projects in an agile/scrum environment.
- Built REST APIs in Java with the Spring Framework backed by Hibernate/JPA.
- Authored unit tests in JUnit and Karma, sustaining 90%+ code coverage across services.
- Deployed services to AWS via CodePipeline and CodeBuild CI/CD.

SELECTED PROJECTS

zQuery

Zero-dependency reactive frontend library - components, SPA router, store, SSR, and WebRTC. ~130 KB minified, published on npm.

zero-transfer

TypeScript file-transfer SDK with unified adapters for SFTP, FTPS, S3, Azure, GCS, Drive, Dropbox, and WebDAV.

Bladewake

Fast-paced neon sword-arena combat in Godot 4.6 with C++ GDExtension and Nakama-backed online multiplayer. Early access test builds on GitHub.

zero-server

Zero-dependency Node backend framework with routing, ORM, auth, WebSocket, SSE, WebRTC, gRPC, and observability built in.

molex-media

Cross-platform Electron media toolkit powered by FFmpeg - batch normalize/convert/compress, NLE timeline editor, and a player with real-time audio visualizations.

MagnifyShit

Customizable Windows magnifier in C++ with D3D11, DXGI desktop duplication, and ImGui - a snappier replacement for the built-in magnifier.

SKILLS & STACK

LANGUAGES	TypeScript · JavaScript · C# · C++ · Python · Java · Go · GDScript · SQL
FRONTEND	zQuery · React · Angular · Tailwind · SCSS · HTML5 · Web Components
BACKEND	Node.js · Express · zero-server · ASP.NET · Spring · Laravel · REST · GraphQL · gRPC
REAL-TIME	WebSocket · WebRTC · SSE · Nakama
DATA	PostgreSQL · MySQL · SQLite · MongoDB · Redis · EF Core · Sequelize · Hibernate
DESKTOP / GAMES	Electron · Qt · WinForms · Godot 4 · godot-cpp · Unreal Engine
AUDIO & GRAPHICS	Web Audio API · SuperCollider · FFmpeg · WebGL
AUTH & SECURITY	JWT · OAuth 2.0 · WebAuthn · TOTP · Microsoft Entra ID · CSRF
INFRA / DEVOPS	Docker · Kubernetes · Nginx · GitHub Actions · Argo CD · Jenkins · Prometheus · Grafana · Linux
CLOUD	AWS EC2 · RDS · S3 · CodePipeline · CodeBuild

EDUCATION

2023 - Present	Bachelor of Science, Computer Science @ Wilmington University New Castle, DE
2018 - 2021	Associate of Science, Computer Science @ Pennsylvania Institute of Technology Media, PA <ul style="list-style-type: none">Graduated Magna Cum LaudeMember, Phi Theta Kappa