

John Criste

Plymouth, Devon (Relocating to Exeter)

+44 7394 520 617 • github.com/johnl28 • linkedin.com/in/johncriste

PROFILE

Curious software developer with over 5 years of experience building systems, tools, games and web apps. Recently focused on developing full-stack web applications with Django RF, FastAPI, Vue.js and React. Comfortable to learn new tech stacks, tools or principles.

Also skilled in C, C++, and C#, with various personal and academic projects that taught me to write well-optimised and type-safe code.

SKILLS

Languages: Python, Typescript, C#, C, C++, Bash, SQL

Frameworks and Platforms: Django RF, FastAPI, Flask, Pydantic, Nuxt.js, React, Vue.Js, Docker, MySQL, Redis, OpenGL, Vulkan, Unreal Engine, Unity 3D, ASP.NET, Git

Methodologies and Principles: Kanban, Agile, TDD, SOLID, DRY

Soft skills: Time Management, Attention to detail, Adaptability, Initiative, Self-Learning

EXPERIENCE

Hakobox, Remote - *Software Developer*

APRIL 2025 - JUNE 2025

- Developed a schema-based review aggregator tool processing 500K+ reviews using **Pandas** and **Pydantic** and implemented a blended weighted ratings algorithm.
- Designed an uptime data scraping tool with **httpx**, **asyncio**, and **Django RF**, implementing chain-of-responsibility patterns to handle different platform responses, covering 80% of the product database.
- Worked on implementing authorization-based API middleware in **FastAPI**.
- Followed standard **GitHub** workflows for feature development and code reviews.
- Used **Kanban** to manage tasks through a staged pipeline.

Orient Ceramic, Remote - *Full-stack Engineer*

NOVEMBER 2021 - JUNE 2023

- Built a single-page task management app using **Vue.js** and **Flask**, with features like comments, logs, task members, and user permissions.
- Added Progressive Web App (**PWA**) support to make it feel more like a native app.
- Created a basic custom **ORM** to represent tables as classes (didn't include relationships, just the essentials to avoid raw SQL).
- Used **Redis** for caching and some real-time features, and **MariaDB** as the main database.
- Worked directly with stakeholders to plan features and implement business requirements.

EDUCATION

Plymouth University - *BSc Games Development Technologies (2:1)*

SEPTEMBER 2021 - JULY 2024

Main interest in graphics and low-level programming, building OpenGL simulations and Unreal Engine demos.

- Applied **Agile**, **Scrum**, and **SOLID** principles in solo and group projects.
- Built REST APIs using **ASP.NET** and designed normalized relational databases.
- Developed real-time OpenGL volcano simulation and RPG prototype in Pixi.js.
- Studied cybersecurity principles, OSI model, and common network topologies.

Truro and Penwith College - *Computing (Distinction)*

Interested most in hardware architecture, critical thinking, and Python programming.

SEPTEMBER 2020 - JULY 2021

- Learned core programming, web development, and database design.
- Studied hardware components, operating systems, and IT legislation.
- Built basic websites and interactive apps as part of final assignments.

PROJECTS

OTask - *Vue.js, Flask, Redis*

Designed and developed a full-stack app with user/group permissions and real-time task coordination, using minimal frameworks for performance and control.

QManager - *C++, JavaScript, Win32 & CEF*

Repository: <https://github.com/johnl28/QManager-CefIntegration>

Integrated Chromium into a native Windows app to overlay UI and auto-hide desktop icons. Created bidirectional JS - C++ communication using the V8 engine and handled window state with WinAPI.

Volcano Simulation - *C++, OpenGL*

Repository: <https://github.com/johnl28/volkano-gl>

Simulated volcanic eruptions using a real-time particle system. Included gravity physics, lifetime-based transitions, and an ImGui control panel for tuning behavior.