

# 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

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## EXPERIENCE

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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

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### 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.

### Plex Poster Set Helper 2

A tool to help upload sets of posters from ThePosterDB and MediUX to your Plex server in seconds!

### 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.

### YouTube Downloader

Fast, modern desktop downloader for YouTube - powered by yt-dlp & FFmpeg.

### MagnifyShit

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

## SKILLS & STACK

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### 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

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2018 - 2021

**Associate of Science, Computer Science @ Pennsylvania Institute of Technology**  
Media, PA

- Graduated Magna Cum Laude
- Member, Phi Theta Kappa