

Gustavo Buenrostro Jr

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EDUCATION

University of Houston

Bachelor of Science, **Computer Science** GPA: 3.54

Houston, TX

August 2022 - May 2026

EXPERIENCE

Tracksesh | Angular, ASP.NET Core, C#, EF Core, AWS, Claude Code

March 2026 - Present

- Engineering and maintaining a full-stack study tracking system using Angular frontend technology with ASP.NET Core Web API backend service, implementing RESTful API endpoints and user session management through JWT authentication.
- Maintain an efficient SQL schema design to handle data manipulation and querying regarding session tracking operations.
- Use Dependency Injection provided by ASP.NET Core to create a more modular application and implement unit tests for validating business logic and API functionality.
- Implement asynchronous API patterns and migrations to provide a scalable and easy-to-maintain database access layer.
- Leveraged AI-assisted tools (Claude Code, Copilot) for API endpoint scaffolding, xUnit test generation, and SQL query refinement, with code review gating before merging AI-generated changes.

Edit Archive | Next.js, TypeScript, PostgreSQL, AWS, Claude Code

January 2026 - Present 2026

- Built a complete full-stack video archiving web application using Next.js and TypeScript enabling the user to upload and browse through curated videos on YouTube.
- Implemented YouTube oEmbed API that enables the app to dynamically fetch video details and embed it without storing the video files locally.
- Designed a database schema based on relational database theory and implemented the database using PostgreSQL while executing SQL queries using node-postgres.
- Configured GitHub Actions CI/CD pipeline for automated testing and AWS deployment; applied repository pattern for PostgreSQL data access and integrated Claude Code with structured prompts and a CLAUDE.md conventions file to scaffold TypeScript API routes, generate unit tests, and optimize query performance.

Systems Developer – Multiplayer Strategy Game | Unity, C#, FishNet Networking

March 2026 - Present

- Developing a multiplayer 4X strategy game in Unity, implementing server-authoritative mechanics via FishNet and designing NetworkBehaviour per player.
- Design and implement a registry pipeline to turn more than 80 JSON files into a scriptable object registry, where no hard coding is required.
- Resolved layered multiplayer bugs spanning port conflicts, client-side race conditions, and establish server-side validation patterns for all authoritative state mutations.

ACHIEVEMENTS & LEADERSHIP

Pinterest Engage Scholar | Pinterest

September 2023 - August 2024

- Recruit for a selective program aimed at preparing students with great potential to become future software engineers; participated in monthly workshops covering topics such as design systems and engineering principles.

1st Place | University Competition – Tides of Andunië – Unity

August 2025 - December 2025

- Systems developer who led project development; achieved 1st place out of 15 teams with over 900 contributions to gameplay, user interface, and architecture systems.

2nd Place | Christmas Game Jam – Stealing Santa

2025

- Lead developer achieving 2nd place out of 90 entries.

Member | Coog Interactive – UH Game Development Club

- Active member collaborating on jam projects and contributing to the campus game dev community.

TECHNICAL SKILLS

Programming Languages: C#, Python, C++, Java, JavaScript, TypeScript, SQL, HTML, CSS

Frameworks: ASP.NET Core, .NET, React, Next.js, Express.js, Node.js, Unity

Cloud & DevOps: AWS, GCP, Firebase, Docker

Databases: EF Core, PostgreSQL

Tools: Git, Visual Studio, Claude Code, IntelliJ IDEA, JetBrains Rider