

Gerald Arzola

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SOFTWARE ENGINEER | FULLSTACK DEVELOPER

SKILLS

Languages: JavaScript (ES6+), TypeScript, Python, Ruby, Solidity, HTML5, CSS3, SQL

Frameworks & Libraries: React, Next.js, Node.js, Ruby on Rails, Django, Tailwind CSS, Redux, Pixi.js

Web & Services: REST APIs, WebSockets, Service-oriented architectures, Background jobs, Microservice-style integrations

Databases: PostgreSQL, Firebase Firestore, Realtime DB, SQLite

Cloud & Tooling: Firebase, Vercel, Netlify, Heroku, CI/CD, Git, GitHub, Testing & Debugging

EXPERIENCE

Augminted Labs | Frontend Software Engineer

11/2021 – 08/2024

- Owned end-to-end development of a multi-tenant platform for launching digital asset projects, building React/TypeScript frontends and Node/Django services that handled asset ingestion, metadata pipelines, and transactional flows for thousands of users.
- Designed and implemented RESTful APIs and background workers to orchestrate image generation, metadata updates, and on-chain events, improving system reliability and reducing manual ops overhead.
- Led frontend architecture for a complex React application with wallet-based authentication, real-time state updates, and interactive dashboards, focusing on performance, accessibility, and maintainability.
- Collaborated closely with Product and Design to refine requirements, break down epics into incremental deliverables, and ship features in an agile environment with code reviews, testing, and phased rollouts.
- Contributed to platform scalability initiatives by refactoring tightly coupled logic into smaller services and shared modules, improving separation of concerns and easing future decomposition from monolithic patterns.

Kaijukungz | Founding Full-Stack Engineer

08/2021 – 08/2024

- Built and maintained a full-stack dashboard and game experience using React, Tailwind, Node/Django APIs, and PostgreSQL/Firebase, serving up to 30,000 daily users at peak.
- Implemented services to manage user accounts, progression, in-app economies, and synchronous gameplay actions, integrating multiple APIs and data stores while keeping latency low and flows resilient.
- Developed an e-commerce experience for digital and physical goods, including payments, entitlement management, and internal admin tools for inventory and order tracking, mirroring SaaS-style account and billing flows.
- Led large refactors to simplify core modules, reduce duplicated logic, and introduce clearer boundaries between UI, domain logic, and data access, improving readability and long-term maintainability.
- Partnered with stakeholders across art, community, and operations to prioritize features, ensure smooth releases, and respond quickly to production issues, including off-hours support when needed.

NOTABLE PROJECTS

Kaijukungz: Origins of STOD | Fullstack Omni-chain Videogame and Dashboard Experience

- Architected a full-stack application combining a React frontend, Tailwind UI, Django/Node services, and Firebase/PostgreSQL storage to power player accounts, game state, and event-driven workflows.
- Implemented token-gated flows, progression logic, and real-time animations driven by backend events and WebSocket-style messaging, focusing on robust error handling and debuggability.

Kaiju Mart | Fullstack Engineer

- Built a storefront in React consuming backend APIs for catalog, cart, and order management, integrating payments and entitlement updates with strong validation and monitoring.
- Created admin dashboards that exposed internal APIs for operations teams, enabling non-engineers to manage inventory, fulfill orders, and troubleshoot customer issues without engineering intervention.

EDUCATION

Flatiron School | Software Engineer Certificate | New York, NY

12/2020 - 05/2021

University at Buffalo | Computer Science | Buffalo, NY

09/2018 - 05/2020

Queens College | Computer Science | Queens, NY

09/2016 - 05/2018