

Nadxhieli Juarez

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TECHNICAL SKILLS

Languages: Java, Python, C++, JavaScript, SQL, PHP, SQL, Windows PowerShell, Verilog, C, ARM, Typescript

Frameworks & Libraries: NodeJS, ReactJS

Cloud & DevOps: AWS, Docker, Kubernetes, Jenkins, CI/CD Pipelines, GitLab, GitHub, TortoiseSVN, TeamCity

Databases & Integration: PostgreSQL, MySQL, REST APIs, XML, JSON

Testing & Quality: TestRail, Manual & Automated Testing

PROFESSIONAL EXPERIENCE

Software Developer III

Aug 2024 – Jan 2026

Paycom, Irving, Texas

- Owned and maintained the client-facing framework for a **\$5M+ revenue-generating department** in React and PHP, applying object-oriented design and modernization strategies to improve performance and scalability.
- Redesigned and optimized a high-volume reporting pipeline, reducing execution time by 50–66% and improving system performance across thousands of clients, assisting in the generation of \$5M+ revenue.
- Managed the full release lifecycle end-to-end to validate releases, reducing post-deployment issues and improving production stability to support all phases of testing, including post-deployment validation and production stability.

Software Developer II

June 2023 – Aug 2024

Paycom, Irving, Texas

- Developed **\$10,000+ in billable custom solutions** using object-oriented programming in PHP to develop custom solutions bridging gaps between base payroll software functionality and client specific requirements.
- Engaged in specification calls with clients and sales representatives to define custom reporting requirements.
- Developed and maintained backend services and database-driven reporting features supporting thousands of clients, improving data retrieval efficiency and reducing latency, working with SQL and PHP to deliver reliable, scalable solutions.

Software Engineering Intern (Quality Assurance)

May 2022 – Aug 2022

Roku, Austin, Texas

- Architected an automated TV picture quality test suite using Docker and GitLab CI/CD pipelines, reducing test execution time by 20x.
- Improved overall product quality through thorough bug reporting, root cause analysis, and manual test execution.

Software Developer (Part-time)

Sept 2021 – Feb 2022

Centennial Arts, Bryan, Texas

- Optimized runtime of an automated VM setup script by 200% using parallel programming, time complexity analysis, and inter-process communication.

Software Engineering Intern

Jan 2021 – June 2021

WilliamsRDM, Fort Worth, Texas

- Developed and implemented data visualization for a large-scale security system using SQL, JavaScript, XML, HTML, CSS, PHP, and Python.
- Automated network and hardware validation using Python, Tkinter, and Raspberry Pi; developed a GUI that simulated individual security sensor behavior, replacing manual processes.
- Built an IoT system to capture and display temperature sensor data using ESP32, Arduino IDE, JavaScript, HTML, SQL, and XML.

PROJECTS

Personal Portfolio & Learning Blog | React, Typescript, CSS, PostgreSQL, AWS

- Designed and developed a full-stack personal website showcasing projects, a self-maintained learning blog, and professional experience. Architected a PostgreSQL-backed blog system and deployed on AWS, demonstrating end-to-end ownership from UI design to cloud infrastructure.

Aggie Presence | NodeJS, Express, ReactJS and REST API, GRAPHQL/AMPLIFY

- Built Aggie Presence, a full-stack interview prep platform enabling Texas A&M students to exchange curated resources and receive behavioral interview feedback; incorporated an emotion recognition ML model to analyze user tone and provide confidence-enhancing insights.

EDUCATION

Texas A&M University — B.S. Computer Engineering (CS Track), Minor in Mathematics

College Station, Texas