

JOSHUA HAMILTON RUFER

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FULL-STACK DEVELOPER & AGENTIC AI SPECIALIST

Innovative Software Engineer with extensive experience in full-stack development, 3D simulation, generative AI development and AI automation. Proven track record of optimizing Azure cloud infrastructures, developing cross-platform mobile applications, and integrating complex video and 3D modeling technologies. Expert in bridging the gap between technical precision and artistic vision.

CORE COMPETENCIES

- **Languages:** C#, Python, JavaScript/TypeScript, Dart, SQL, C++, OpenGL
- **Frameworks & Libraries:** .NET, React, Node.js, Angular, Flutter, Tailwind CSS
- **AI & Creative Tech:** Generative AI (ComfyUI, InvokeAI), LoRA Training, Workflow Automation, Digital Art
- **Cloud & Tools:** Azure, Docker, Linux, Git, CI/CD, 3D Modeling Integration

PROFESSIONAL EXPERIENCE

Iroquois Systems | Senior Full-Stack Developer | Sep 2022 – July 2023

- Engineered combat defense simulations utilizing OpenGL and advanced 3D modeling.
- Integrated video recording capabilities into simulation environments for mission review and analysis.
- Collaborated on high-stakes defense software, ensuring technical precision and real-time performance.

RW Baird | Senior Software Developer | May 2021 – Sep 2022

- Optimized .NET and Azure-based enterprise systems, improving backend efficiency and scalability.
- Developed and maintained cross-platform mobile applications using Flutter and Dart.
- Streamlined cloud-native deployments and enhanced internal digital infrastructure.

Noetec Inc. | Senior Software Engineer | Oct 2019 – March 2021

- Designed and deployed robust web applications using C#, .NET, and Angular.
- Managed full-lifecycle development across the front-end and back-end to deliver high-performance user experiences.

Army **Game Studio** | Principal Game Engineer | Jan 2013 – Oct 2019

- Designed and deployed several mobile sports simulations and VR training applications.
- Managed key CI/CD pipelines for development and deployment of software projects from game development to deployment.

Army **Game Studio** | Mobile Software Developer | Sep 2011 – Dec 2012

- Designed and deployed several mobile sports simulations and VR training applications.
- Managed key CI/CD pipelines for development and deployment of software projects from game development to deployment.

Agentic AI Developer & Consultant | Freelance (Fiverr/Independent) | 2024 – Present

- Design custom ComfyUI workflows and node developments for complex generative tasks.
- Conduct 1-on-1 training for mastering InvokeAI and advanced generative tools.
- Execute custom LoRA training for consistent character and style modeling in creative assets.

PROJECTS

- **TranslateThis:** A Flutter-based on-device AI language translation application with a focus on intuitive UX and real-time translation.
- **Whisper-Wayland:** An open source near-realtime OS level dictation solution for Linux operating systems.
- **GGUF Converter & Quantizer:** An application for converting .Safetensor files into quantized .GGUF files. Shrinking their size and optimizing them for devices with low memory.
- **ASCII Art Custom Shaders:** This is a graphical tool for customizing a shader that translates images or video into complex ASCII art.
- **Custom Electronics:** Built high-performance PC systems and custom mechanical keyboards, integrating hardware expertise with software customization.

EDUCATION & CERTIFICATIONS

- **Software Engineering & Computer Science Coursework**
- **AI Specialist Training:** Expert-level proficiency in ComfyUI, Stable Diffusion, Agentic AI development, and LLM implementation.