

# James Radomski

Computer Science Student | Software Engineering & Networking Infrastructure  
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## EDUCATION

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### Saginaw Valley State University

B.S. IN COMPUTER SCIENCE

University Center, MI | Expected  
May 2027

**GPA 3.92; President's List** Fall '22,  
Winter & Fall '23, Winter '25

**Dean's List** Winter & Fall '24

## COURSEWORK

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### Full-Stack Web App Dev

(Node.js, Express, MySQL) Built

Full-Stack Web Applications with  
REST APIs and database  
integration

**Data Structures** Implemented  
algorithms to efficiently sort &  
search large quantities of data

### Advanced Java Programming

Developed large-scale software  
projects using object-oriented  
design principles

**Computer Networking** Studied  
network fundamentals with hands-  
on router, switch, and VLAN  
configuration on large-scale  
networks.

## SKILLS

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**Programming** Java, Python,  
JavaScript, TypeScript, C#, HTML  
& CSS

**Technologies** Node.js, Express.js,  
Express-Handlebars, SQLite,  
Google Cloud, Git, GitHub, Gradle

**Technical** Routers & Switches,  
VLANs, Routing & BGP

**Software** MS Word, Excel,  
PowerPoint, JetBrains IDEs,  
Vocodes

**Operating Systems** Windows,  
Linux, Cisco IOS

**Soft Skills** Organization,  
Collaboration, Communication,  
Problem-Solving, Adaptability,  
Leadership

## WORK EXPERIENCE

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### SVSU CS Dept. | Academic Tutor

October 2025 – Present | University Center, MI

- Tutored undergraduate students in core Computer Science concepts, reinforcing understanding through guided practice and problem-solving
- Explained programming and technical concepts clearly to students with varied backgrounds and experience levels
- Supported coursework by helping students debug code, review assignments, and prepare for upcoming exams

## PROJECTS

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### sol-lexical-analyzer | Java, REST API, SQLite

- Implemented an SQLite-based caching system to optimize speed & scalability, reducing response times by up to **95%**
- Applied object-oriented design patterns to make the codebase extensible for future plugins and new functionality
- Deployed & maintained the service via a Google Cloud Compute Engine VM to ensure continuous availability

### mqtt-network-temperature | MQTT, Python, TCP/IP

- Designed and implemented an MQTT-based network to publish and subscribe to temperature sensor data
- Configured clients and broker communication to demonstrate message-oriented networking concepts
- Analyzed latency and other network telemetry versus a low-level alternate TCP/IP implementation

## ACTIVITIES

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### Game Design Club | Treasurer, President

February 2023 – Present

- Organized & coordinated meeting times, dates, and locations with university faculty & fellow students, demonstrating strong organization & communication skills
- Taught lessons about game design & development to underclassmen, highlighting strong interpersonal communication skills

### SVSU ACM Chapter | Secretary

September 2025 – Present

- Assisted in scheduling, announcements, and member outreach to support events and activities
- Supported a joint Game Jam event with the Game Design Club by teaching lessons about game design and game development to prepare them to make their own games