

James Radomski

Computer Science Student | Software Engineering & Networking Infrastructure
(231) 886-4907 | jtradoms@svsu.edu | mydogsed.dev

EDUCATION

Saginaw Valley State University

B.S. IN COMPUTER SCIENCE

University Center, MI | Expected May 2027

GPA 3.93; President's List Fall '22, Winter & Fall '23, Winter '25, Winter '26;

Dean's List Winter & Fall '24, Fall '25

COURSEWORK

Full-Stack Web App Dev Building Full-Stack Web Applications with REST APIs using Node.js, Express, and database integration with MySQL

Computer Networking Network fundamentals: hands-on router, switch, and VLAN configuration on large-scale networks.

Database Systems Relational and NoSQL database design, SQL querying, relational modeling, and backend data management concepts.

Operating Systems Operating system architecture, process & memory management, concurrency, and Unix system programming.

Programming Language

Concepts Traditional programming paradigms and low-code automation tools including Power Automate.

SKILLS

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

Technologies Node.js, Express.js, Express-Handlebars, SQLite, MongoDB, Google Cloud, Git, GitHub, Gradle, Power Automate

Technical Routers & Switches, VLANs, Routing & BGP

Software MS Word, Excel, PowerPoint, JetBrains IDEs, Visual Studio Code

Operating Systems Windows, Linux, Cisco IOS

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

WORK EXPERIENCE

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

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

mqttnetwork-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

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, Vice President

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