

# Jan Döhring

> Software Engineer

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[github.com/Jandhi](https://github.com/Jandhi)

Software engineer with a passion for elegant design and efficient solutions. Continuously working on new projects to learn new technologies and expand my horizons. Strong communicator and collaborator, equally comfortable working independently and in team environments.

## SKILLS

Languages: Python, Rust, TypeScript, JavaScript, C#, Java, C++  
Frameworks: Node.js, React, .NextJS, NET, Unity, Unreal Engine  
Familiar with Go, MySQL, PostgreSQL, Android, AWS, Azure, CSS, Tailwind, Kubernetes, Docker

## PROFESSIONAL EXPERIENCE

### Software & Game Developer

ZeMind Studios | Toronto, ON | 2021-2025

[C++](#), [React](#), [Node.js](#), [Dotnet](#), [C#](#), [Python](#), [GoLang](#), [Unity](#), [Unreal](#)

- Fullstack development across multiple web applications using technologies such as React, Node.js, and GoLang
- App and game development using C++ (Unreal Engine) and C# (Unity)
- Architected and implemented a in-cloud Azure hosted .NET service for processing XML files for Standards Australia
- Interviewed and mentored COOP students

### Senior Developer

Mortgage Automator | Toronto, ON | 2025

[PHP](#), [MySQL](#), [Javascript](#)

- Implemented new full-stack features in a LEMP-stack loan management platform, improving customer experience
- Created internal tooling to detect unwanted database modifications

### Software Engineering Intern

ResQ | Toronto, ON | 2022

[React](#), [Django](#), [MongoDB](#), [Typescript](#), [Python](#)

- Worked as a fullstack developer on the financial processing of a client-facing web application
- Created and executed MongoDB database migrations

### Full Stack Developer

International Financial Data Services (IFDS) | Toronto, ON | 2019

[Java](#), [Javascript](#), [Angular](#)

- Implemented various efficiency and maintainability improvements for a large-scale mutual fund management service
- Assisted with frontend framework migration

## EDUCATION

### University of Waterloo

Bachelor of Honours Computer Science 2022

Coursework focused on Software Design & Architecture

Additional Minor in Music

## PROJECTS

Beyond software, I'm passionate about music, languages, chess, games, and generative art. My favourite projects tackle the intersections of these fields and software.

### Procedural Generator

[Python & Rust](#)

<https://github.com/Jandhi/grimoire>

<https://github.com/Jandhi/tome>

Placed second two years in a row for the Generative Design in Minecraft Competition (GDMC)

Designed AI Algorithms to intelligently generate settlements in Minecraft. Maintaining a large codebase with a team of developers.

### Advent of Code

[Rust](#)

<https://github.com/Jandhi/AdventOfCode2024>

Completed all 50 problems of competitive coding challenge in Rust.

### Games

[C#](#), [Rust](#), [GDscript](#)

<https://jandhi.itch.io/>

Created multiple games with a variety of game engines (Unity, Godot, Bevy)

Planned game architecture and implemented game systems

### Cardsmith

[Python](#)

<https://github.com/Jandhi/cardsmith>

Tool written in Python to generate card image sets from spreadsheet data

Used professionally at Zemind to quicken game design iteration