

Cade Duncan

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Skills

Languages: C#, SQL, JavaScript, TypeScript, Python

Frameworks & Libraries: ASP.NET Core, Entity Framework, React, Next.js, Redux Toolkit

Tools & Platforms: Git, SSMS, Docker, GitHub Actions, Vercel, Supabase, Godot

Agent Workflow: Claude Code, Codex, MCP

Testing & Quality: Vitest, React Testing Library, Playwright, Storybook

Experience

Software Engineer, Russell Sigler Inc. – Remote

Jan 2025 – Present

- Designed and shipped a full-stack order intake platform that retired the legacy Esker Notes process and now processes hundreds of sales orders monthly, consolidating multi-entity transactional workflows, third-party API file delivery, and automated notifications.
- Architected a reusable DataTable component library that cut feature development time by 85% across consuming pages.
- Engineered a scheduled report-automation system that replaced manual query-and-email reporting, with SQL validation, recurring API-driven execution, PDF/Excel/CSV export, and failure-alert health monitoring.
- Migrated production applications from ASP.NET MVC to ASP.NET Core ahead of framework deprecation, modernizing all consumer-facing apps.

Software Engineer Intern, Russell Sigler Inc. – Remote

Feb 2024 – Dec 2024

- Built a page-level role-based access control system across all public-facing applications, replacing unrestricted modification patterns.
- Designed a self-service permission management interface enabling managers to provision team access without developer involvement.

Projects

Stardew Valley Mods

[Link to Project](#)

- Published open-source C# mods to Nexus Mods, accumulating 96,000+ downloads across multiple releases.
- Implemented event-driven SMAPI hooks managing real-time menu state across game contexts, with defensive logic preventing a game-breaking soft-lock.

Windows 7 Web OS

[Link to Project](#)

- Built a browser-based Windows 7 Aero Glass desktop in Next.js and strict TypeScript, featuring a custom window manager with Framer Motion animations and Redux Toolkit state.
- Implemented dual-role authentication on Supabase – session-scoped Guest and JWT-persisted Admin – with route-protecting middleware and snap-to-grid drag-and-drop icons via @dnd-kit.
- Engineered a 25+ component Aero Glass design system on tokenized CSS Modules, documented in Storybook and guarded by zero-warning GitHub Actions CI with Vitest.

Super Mario Bros. NES Recreation

[Link to Project](#)

- Recreated NES-era Super Mario Bros. in Godot, replicating original physics, collision detection, and game-state systems.

Education

California State University, Fullerton – BS in Computer Science

Dec 2024

Relevant Coursework: Artificial Intelligence, Machine Learning, Data Science & Big Data, Algorithm Engineering, Software Engineering, File Structures & Databases

Clovis Community College – AS in Computer Science

May 2023