

Julian Ranieri JulianRanieri.com • (925) 726-1434 • JumpingAfterRain@Gmail.com

About Me: Skilled in building innovative software solutions with a focus on efficiency, scalability, and user experience. Proficient in JavaScript, Python and C, with hands-on expertise in areas such as web-based services, GUI & CLI development, audio processing, and some experience with cloud infrastructure. Adept at solving complex problems, optimizing performance, and leading projects to success.

Recent Experience:

Private Client | 2024-2025

Role: Software Developer, Consultant

- Designed and developed GUI and CLI applications in both **Python** and **C++** to automate **OCR** and **image processing** tasks. Utilized libraries such as **Tkinter** and **Tesseract**.
- Built functionality to process image directories, extract text, generate sub-images, and create detailed **CSV reports** with bounding boxes and dictionary comparison results.
- Packaged the application into a standalone executable for **Windows** using **PyInstaller**, enabling easy **distribution** and **cross-platform** compatibility.

Scaling Startups ([Scaling Startups](#)) | 2023-2024

Role: Web Developer, Project Manager, Consultant

- **Managed development tasks** and led significant **performance optimizations** across the platform, reducing **response times** and improving **stability** for both web and mobile applications.
- **Improved database efficiency** by cleaning up unused resources and **optimizing load bearing queries**, reducing times by up to 3x on high traffic pages.
- Addressed server stability by mitigating vulnerabilities, fixing **memory leaks**, and handling a **brute-force attack** on the database.
- Evaluated **infrastructure** options for possible migration from **Heroku** to **AWS** using **Terraform** to lower operational costs and set up a stable local development environment using **Docker**.

Tape Sim ([Studio Carquinez](#)) | 2024

Role: Software Developer, Audio Engineer

- Developed a **MacOS desktop application** designed to simulate the experience of using a traditional tape machine for recording and playback of audio tracks.
- Implemented core audio processing logic using **C** and the **PortAudio** library to record

and play audio at 48kHz, 24-bit mono quality.

- Designed the user interface using **SwiftUI** for MacOS (**Intel x86_64 architecture**), providing intuitive controls for recording, rewinding, fast-forwarding, and stereo bounce features.

Audiopile ([Audiopile](#)) | 2020 - 2024

Role: Mobile and Web Developer, Infrastructure | *Audiopile*

- Developed **UI elements** and **API calls** for **React** and **React Native** components.
- Built **CRUD endpoints** in a **Python** web service to enhance functionality.
- Modified **Google Cloud infrastructure** using **Terraform**, migrating the entire stack from **HTTP to HTTPS**, automating **DNS management** with **Cloudflare**, and enabling full **SSL encryption** from Cloudflare to GCP. Limited inbound IPs to Cloudflare outbound IPs and successfully rolled out these changes with **minimal downtime**, significantly improving performance, **security**, and **scalability**.

Far Reach Co. ([Far Reach Co.](#)) | 2023 - 2025

Role: Web Developer, Co-Founder

- Developed an online, **real-time virtual tabletop** and character sheets for role-playing games.
- Designed and implemented **custom JavaScript SPA frameworks**
- Created **CRUD** and **websocket services** using **Node.js** with **TypeScript** and **Socket.io**.
- Built **database models** and services with **PostgreSQL** and **caching** with **Redis**.
- Integrated **AWS S3** and **CloudFront** for image asset **storage** and retrieval.

PolkaDot Sky Software ([PolkaDot Sky Software](#)) | 2021 - 2022

Role: Web and Mobile Developer | *PolkaDot Sky Software*

- Automated **iOS/Android deployment systems**.
- Designed and implemented **UI elements** and **API calls** for **React Native** components.
- Processed sensitive **PHI user data** for **COVID** testing in an **Elixir** web service.
- Developed **offline-mode capabilities** in a React Native application for a network-dependent system.
- Integrated **geolocation** functionality to manage physical assets containing **NFC** chips.