

Johnny Dean Palacio

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Education

University of California, Irvine – M.S. Human-Computer Interaction & Design

Sept 2026 – May 2027

California State University, Fresno – B.S. Computer Science

May 2019 – May 2023

Experience

Software Engineer II, Capital Group American Funds – Irvine, CA

Aug 2023 – Aug 2026

- Developed an SDLC agent and 12 custom skills automating code review, ticket triage, and PR generation as part of a 50-person internal AI incubation program, adopted by 30 engineers across 3 teams
- Engineered a Python consumer application from scratch processing 500,000+ daily Kafka messages into S3 and PostgreSQL, adopted as the org-wide streaming standard
- Migrated 4 enterprise applications to AWS, containerizing with Docker and deploying via Harness CI/CD with Terraform and Helm
- Modernized alerting by implementing Datadog observability across 12+ services using Terraform, reducing mean time to detection
- Automated legacy SSRS reporting with Python and Pandas ETL workflows scheduled via Autosys, streamlining data processing for downstream consumers

Software Engineer Intern, Cultivated Technology Group – Fresno, CA

Sept 2022 – Jan 2023

- Transitioned CRUD web application from Vue2 to Vue3 using Composition API, improving performance by reducing First Contentful Paint
- Designed and developed SQL database for React Native app using MikroORM, served with a Nest/Node.js backend

Software Engineer Intern, NSF REU – University of Iowa, Iowa City, IA

June 2021 – Aug 2021

- Developed C# Unity game with text-to-speech for verbal cues, improving accessibility for visually impaired players
- Integrated Microsoft Kinect for motion detection, enabling player boundaries and interactive gameplay

Projects

DavyBack.gg

- Launched leading One Piece TCG match-tracking platform, using SvelteKit and Supabase to serve 10,000+ DAU
- Processed 1,000,000+ recorded matches to surface win-rate analytics across decks, matchups, and play history
- Automated card asset workflow with lightweight Tauri and React design tool featuring PaddleOCR-powered field extraction and live crop editor, eliminating Photoshop and manual file renaming

Wojackify

- Created a Svelte and TypeScript web app that generated personalized memes from Spotify listening data, attracting 200,000+ users across 90+ countries and coverage in The Times

Skills

Languages: Python, SQL, Terraform, JavaScript / TypeScript

Tools & Frameworks: Git, Node, Svelte, Docker, Kubernetes, Pandas, AWS, PostgreSQL, LLM, Prompt Engineering