

JAMES COOPER HARRIS

Full-Stack Software Engineer

916-701-3323 | cooperharris727@gmail.com | cooperharris.vercel.app | [Github](#) | [LinkedIn](#)

INTRODUCTION

Full-stack developer and Eagle Scout with production experience building and deploying eCommerce platforms, self-managed cloud infrastructure, and real-time multiplayer applications. Proficient in C#, Java, TypeScript, and modern web frameworks. Passionate about scalable backend architecture, event-driven systems, and shipping products that solve real problems.

EDUCATION

Arizona State University - BS, Software Engineering & Minor, Economics 2024 - 2028
GPA: 3.7 | Dean's List (2x)

Whitney High School - 2020 - 2024
GPA: 4.3 | Top 5% of CA High School Graduates | California Scholarship Federation Lifetime Honoree

Menlo College - Silicon Valley Immersion Program Summer 2023
Selective entrepreneurship, technology, and innovation program hosted in Palo Alto.

WORK EXPERIENCE

Software Engineering Intern | Stiver Optics Aug 2025 – Present

- Built a full-stack eCommerce platform using MedusaJS, PayloadCMS, Next.js, Stripe, Algolia, PostgreSQL, Redis, and MinIO; architected and self-managed all cloud infrastructure via Coolify.
- Designed custom order flows, email templates, and marketing automation from scratch; delivered post-launch enhancements based on real user feedback.
- Documented system architecture, release notes, and acceptance criteria to ensure long-term maintainability across distributed databases and services.

Web Developer Intern | Michelangelo's Mar 2020 – Nov 2020

- Designed, developed, and deployed an eCommerce website using Shopify during a pandemic lockdown, scaling digital sales to \$50K in two months.
- Consolidated storefront and online sales, inventory management, promotions, and advertising into a single unified dashboard.
- Transformed legacy management systems into a modern online portal, with employees reporting higher satisfaction within the first month.

SELECT PROJECTS

PayloadCMS Commerce | Custom eCommerce Platform Aug 2025 - Present

- Engineered a modular, event-driven eCommerce platform using Next.js, PayloadCMS, Redis, and BullMQ with type-safe domain events, idempotent logging, and retry handling.
- Built a provider-based architecture enabling dynamic commerce modules (payments, notifications, inventory) configurable at runtime, plus a widget-based dashboard with role-based layouts.

Stater | Web3 Wallet Application Jun 2024 - Present

- Developing a Web3 wallet with bank-like features (deposits, withdrawals, interest, cards) built on Circle's Account-Abstracted Smart Modular Wallets.
- Integrating Next.js with Circle, KyberSwap, Coinbase, Morpho Labs, Alchemy, and Bridge for a full DeFi banking experience.

Table Top Games | Multiplayer Steam Game (Unity/C#) Nov 2023 – Sunset

- Designed and developed an online peer-to-peer multiplayer game with Unity & FishyNetworks, managing all aspects of development: programming, art, 3D modeling, and music.
- Optimized the FishNet integration to protect from bad actors and ensure quick and smooth gameplay

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TECHNICAL SKILLS

Languages: C# (proficient), Java (proficient), TypeScript, SQL, C, C++ | Learning: Kotlin, Rust

Frontend: NextJS, React

Backend: MedusaJS, PayloadCMS

Frameworks & Tools: Unity, Stripe, Algolia, Redis, BullMQ, PostgreSQL, Supabase, MiniIO

Infrastructure: Docker, Coolify, Dokploy, CI/CD Pipelines, Azure, Google Cloud | Git, Sourcetree

Concepts: Event-Driven Architecture, Backend Architecture, OOP, Data Structures & Algorithms, Design Systems, Scalable Frontend Engineering

LEADERSHIP & SERVICE

Eagle Scout | Boy Scouts of America (13+ years) - Order of the Arrow member. Eagle Project: led 20+ volunteers over 500+ service hours constructing benches for an underserved community, coordinating with local government and businesses.

BSA Female Troop 219 Co-Founder & Web Master - Helped found one of Northern California's first BSA female troops; built and deployed a custom website for event management, RSVPs, and communications.