

J.G. Schiiller

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PROFESSIONAL SUMMARY

Full-Stack Developer with a track record of building and scaling innovative, production-grade platforms while driving technical solutions and cross-team collaboration in remote environments. Repeated success shipping robust, scalable web applications-including tenant leasing infrastructure for 100K+ homes and hundreds of custom products across diverse sectors. Recognized for driving API integration, mentoring technical teams, and pioneering tools that improve code quality and development speed. Solved the Fox and Geese game in Haskell and launched the browser-based version at <https://deducegm.online> using Elixir Phoenix LiveView, combining passion for technical problem-solving with hands-on leadership and rapid adoption of emerging frameworks.

TECHNICAL SKILLS

- **Languages & Frameworks:** Elixir, JavaScript, TypeScript, NodeJS, React, Phoenix LiveView
- **Databases:** PostgreSQL, DynamoDB, SQL Server
- **Tools & Platforms:** AWS, GitHub, GitLab, Stripe, Jira, Solaris
- **Certifications:** Previously AWS Certified (actively refreshing)

WORK EXPERIENCE

MST / Progress Residential

Jan 2022 - Jun 2023

Full-Stack Web Developer

- Delivered foundational API integrations to enable leasing operations for over 100,000 residential properties nationwide, accelerating project velocity in a greenfield microservice environment.
- Developed and deployed full-stack features using React, NodeJS, and AWS DynamoDB, ensuring the scalability and reliability of a high-demand web platform.
- Mentored peers via comprehensive code reviews and technical coaching, raising engineering standards and fostering a high-collaboration development culture across a 10–15 person team.
- Mastered AWS CDK in partnership with the tech lead, becoming the team's primary resource for cloud infrastructure automation and accelerating deployment best practices.

Brillio (Clients: Realtor.com, Silicon Valley Bank)

Nov 2020 - Jan 2022

Technical Specialist

- Enabled visual debugging for React/Node.js platforms, streamlining complex code analysis and significantly accelerating development across distributed teams.
- Introduced and championed pair programming and cross-team integrations, breaking down silos and raising overall code quality and trust among previously isolated development groups.
- Delivered continuous feature enhancements and handled intensive code review cycles on MobX-managed React front ends and IBM Loopback/Node.js backends, maintaining stability and velocity under demanding client constraints.

Symbol ON

Apr 2012 - Jun 2020

Full-Stack Developer

- Designed and launched Deduce, a complex browser-based game solution at <https://deducegm.online>, owning full development lifecycle using Elixir Phoenix LiveView and Haskell, and delivering a production-ready application recognized internally as a top technical achievement.
- Led the successful migration of a large-scale SQL Server database to PostgreSQL for a major radio station, ensuring seamless data transition and zero operational disruption.

Deduce

2019 - Present

Lead Developer & Solver

- Designed, developed, and launched browser-based strategic game Deduce at <https://deducegm.online>, architecting full-stack solution with Elixir, Phoenix LiveView, Ecto, and a Java backend running as a Cloud Run Function on Google Cloud Platform.
- Released Android app version of Deduce, managing the full application lifecycle from system architecture through deployment and continuous refinement.
- Solved the Fox and Geese game in Haskell and achieved first-known complete solution for Deduce, establishing a reputation for innovative problem solving in highly complex logical systems.
- Engineered backend in Java leveraging Google Cloud Run for scalable serverless deployment, and managed frontend deployment to Fly.io, ensuring robust availability and low-latency performance.
- Authored clear, comprehensive technical documentation and shared knowledge to support further development and remote collaboration.
- Delivered a project considered more technically demanding than most commercial work, consistently driving architectural and technical decisions to completion.

Wolters Kluwer - VMP Mortgage

Data Mapper, Associate Software Engineer, Software Engineer

Maintained and enhanced a legacy Visual Basic 6.0 codebase exceeding 500,000 lines, demonstrating end-to-end responsibility for large-scale systems. Progressed from Data Mapper to Software Engineer over 7+ years, expanding technical depth and rigor through multiple title promotions.

Wolters Kluwer - VMP Mortgage

Data Mapper → Associate Software Engineer → Software Engineer

First programming role spanning 7-8 years. Progressed through three promotions while building expertise in data mapping, function design, and maintaining a 500,000+ line Visual Basic 6.0 codebase.

EARLY CAREER HIGHLIGHTS

Wolters Kluwer - VMP Mortgage | *Data Mapper → Associate Software Engineer → Software Engineer*

First programming role spanning 7-8 years. Progressed through three promotions while building expertise in data mapping, function design, and maintaining a 500,000+ line Visual Basic 6.0 codebase.

PUBLICATIONS

- Gao, Q., Kim, S., Schiiller, J. G., & Fu, H..Eliminating the requirement of IP traceback with the physical layer on quantum networks.(c. 2009). *[Unpublished manuscript]*
- Schiiller, J., Vitko, G., & Singh, G. B..Intelligent players competing in the game of Qubic.(2012). *In H. R. Arabnia, R. R. Hashemi, & A. M. G. Solo (Eds.), Proceedings of the 2012 International Conference on Genetic and Evolutionary Methods (GEM'12). CSREA Press.*
- Schiiller, J..Comparative analysis of intelligent players competing in the game of Qubic.(2009). *[Master's thesis, Oakland University]. ProQuest Dissertations and Theses Global.*
- Schiiller, J., Vitko, G., & Wagner, C..Universal adaptable GA with engineering help tutorial.(2012). *In H. R. Arabnia, R. R. Hashemi, & A. M. G. Solo (Eds.), Proceedings of the 2012 International Conference on Genetic and Evolutionary Methods (GEM'12). CSREA Press.*
- Schiiller, J..The cognitive architecture of the human mind.(2010). *In H. R. Arabnia (Ed.), Proceedings of the 2010 International Conference on Artificial Intelligence (ICAI 2012) (Vol. 1, pp. 415–421). CSREA Press.*
- Wagner, C. C., & Schiiller, J. G..An introduction to the cognitive calculus: A calculus of the human mind.(2013). *In Papers from the 2013 AAAI Fall Symposium. AAAI Press.*
- Schiiller, J..The cognitive database: Learning meaning from experiences.(2014). *[Doctoral dissertation, Oakland University]. ProQuest Dissertations and Theses Global.*
- Schiiller, J..Editorial service for doctoral candidates.(2014). *[Two PhD dissertations edited, accepted, and degrees awarded]. Oakland University, Department of Engineering.*
- Schiiller, J..Deduce grandmaster.(2025). *Self-published.*
- Schiiller, J..A win for the geese: In the interests of the game Fox and Geese/Hounds (W. Edwards, Ed.).(2026). *Self-published.*
- Schiiller, J..Tic-Tac-Toe Guide: Never Lose Another Game Again.(2026). *[Technical report and interactive diagram].*

EDUCATION

Oakland University

PhD, Systems Engineering, Specializing in AI

CERTIFICATION

- AWS Certified: Previously (actively refreshing)