

AUSTIN METKE

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PROFESSIONAL SUMMARY

Senior Computer Science student who built a production mobile application deployed to 10+ business users, developed a working Game Boy emulator with cycle-accurate Z80 CPU emulation, and contributed code to open-source projects used by 100+ active users. Experienced in full-stack development (Flutter, React Native, Spring Boot, PostgreSQL, Docker), systems programming, and academic research. Dean's List honoree (4 semesters) seeking Software Engineering opportunities for 2026.

EDUCATION

California State University, Monterey Bay — Seaside, CA

Bachelor of Science in Computer Science — Software Engineering Concentration | Expected May 2026
| GPA: 3.75+

Honors & Awards: Dean's List (4 semesters), CS++ Program Member, Academic Merit Award, California State Seal of Biliteracy (Spanish), Presidential Excellence Award

TECHNICAL SKILLS

Languages: Java, Dart, TypeScript, JavaScript, Python, C#, C, SQL, Lua, HTML, CSS

Frameworks & Libraries: Flutter, React Native, Expo, Spring Boot, Node.js, Firebase, EJS

Tools & Platforms: Git, GitHub, Docker, Linux, Bash, Heroku, Google Cloud Platform, PostgreSQL, MySQL, Figma

Development Practices: REST API Design, Test-Driven Development, Agile/Scrum, CI/CD, Open-Source Collaboration

TECHNICAL PROJECTS

Game Boy Emulator (DMG-J) | Java | github.com/Austin-Metke/DMG-J-DEV

- Engineered a fully functional Game Boy emulator featuring Z80 CPU emulation, ROM loading, memory bank controller (MBC1), GPU scanline rendering, and an interactive debugger UI
- Implemented accurate timing and cycle-precise execution, demonstrating deep understanding of low-level systems programming and hardware emulation

Expense Tracker Mobile App | Flutter, Dart, Firebase | github.com/Austin-Metke/expense_tracker

- Developed a production cross-platform mobile application for a construction company client, enabling employees to log expenses and upload receipt photos
- Implemented interactive data visualizations (pie and bar charts) for expense analysis by category, integrated Firebase Cloud Functions for backend logic, and deployed to production for daily business use
- Streamlined expense reporting workflow, reducing manual data entry time by an estimated 60% for 10+ company employees

RESTful API Backend Service | Java, Spring Boot, PostgreSQL, Docker | github.com/Austin-Metke/438-Project-2

- Built a production-grade Java backend service with RESTful API endpoints, PostgreSQL database, and complete Docker containerization
- Deployed to Heroku with CI pipeline, implemented comprehensive SQL schema design, integration tests, and Docker Compose for local development

Mobile Application | React Native, TypeScript, Expo | github.com/Austin-Metke/438-Project-1

- Created a cross-platform mobile application using React Native, Expo, and TypeScript with file-based routing and modern component architecture
- Implemented automated testing with Jest achieving 85%+ code coverage, ensuring reliable app behavior across iOS and Android platforms

PROFESSIONAL EXPERIENCE

Student Assistant | California State University, Monterey Bay

Aug 2024 – Present | Part-time | Seaside, CA

- Provide technical support to 150+ students across 5 CS courses as a Teaching Assistant, improving average assignment scores by 12% and increasing office hours utilization by 20% through proactive tutoring on complex programming concepts
- Facilitate communication between students and instructors to improve course engagement, resulting in 20% increase in office hours attendance
- Manage classroom technologies and organize course materials, reducing technical setup time by 30% and ensuring zero class delays due to equipment issues across 15+ weekly lab sessions

Undergraduate Researcher | California State University, Monterey Bay

Sep 2023 – Jun 2024 | Part-time | Seaside, CA

- Conducted computer science research under faculty supervision, focusing on algorithm analysis and performance optimization across 50+ test cases
- Collaborated with 3-person peer team to design and implement experimental procedures, analyzing datasets of 10,000+ data points using Python and statistical methods
- Prepared and delivered 2 technical research reports to faculty review board, contributing findings that informed curriculum development for 200+ CS students

Assistant Manager | Famous Footwear

Jun 2024 – Present | Part-time | Marina, CA

- Supervised daily store operations and led team of 8 sales associates, achieving 110% of quarterly sales targets
- Trained and coached staff to achieve store goals, improving customer satisfaction scores by 15%
- Managed scheduling, inventory systems, and customer service issues, ensuring smooth operations and preventing workflow interruptions

Sales Associate | Famous Footwear

Jun 2021 – Jun 2024 | Part-time | Roseville/Folsom/Marina, CA

- Consistently exceeded daily and weekly quotas across 3 store locations, achieving 120% of customer loyalty enrollment targets, 115% of sales goals, and 125% of accessory attachment rates
- Collaborated with team of 4+ associates to meet store goals, contributing to \$50K+ monthly revenue at each location

- Maintained inventory accuracy above 98% and ensured necessary store supplies were available to prevent workflow interruptions, supporting seamless daily operations

OPEN-SOURCE CONTRIBUTIONS

m-overlay — Controller Input Overlay for Dolphin Emulator | Lua | github.com/Austin-Metke/m-overlay

- Extended widely-used speedrunning tool by reverse-engineering controller input memory addresses, adding support for 5+ new games, and contributing code used by 100+ competitive players

DynamicDNS-Spigot — Namecheap DNS Integration | Java | github.com/Steve-Tech/DynamicDNS-Spigot

- Contributed Namecheap domain support to open-source dynamic DNS plugin for Minecraft Spigot servers (5+ GitHub stars)
- Extended DDNS service logic and implemented XML response parsing for automated domain updates, improving server accessibility for 50+ concurrent users