

THOMAS CALCOTE

Full Stack Developer | Software Architect | AI Automation Specialist

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SUMMARY

Full Stack Developer with 3+ years of experience building scalable web applications, REST APIs, and automation solutions. Expertise in C#/.NET, JavaScript/TypeScript, Python, and Java/Kotlin. Passionate about writing clean, future-focused code with scalability as a core principle. Proven track record of architecting complex systems including server-authoritative game backends, AI-powered applications, and secure payment integrations.

EXPERIENCE

Lead Programmer

May 2023 - Present

Lifeburn Games | Salt Lake City, UT

- Architected and developed a competitive trading card game in Unity with C#, featuring 265 unique cards
- Built HTTP .NET REST server with encrypted account data and fully server-authoritative gameplay logic
- Designed SQL database for account management and custom deck building functionality
- Created comprehensive JSON Schema for elegant card integration and easy balancing updates
- Maintained future-focused development practices with scalability as a core principle

Freelance AI Trainer

May 2025 - January 2026

Data Annotation | Remote

- Trained and fine-tuned AI models for software code generation
- Provided high-quality annotations and feedback to improve model accuracy
- Contributed to the development of next-generation AI coding assistants

Sales Representative

April 2020 - October 2020

Senske Services | Vineyard, UT

- Conducted door-to-door sales for residential services during initial 4 months
- Transitioned to customer service and sales auditing roles
- Developed strong communication and problem-solving skills in client-facing environment

EDUCATION & CERTIFICATIONS

Bachelor of Science in Software Engineering

September 2025 - Present

Brigham Young University - Idaho | Rexburg, ID

- Currently pursuing degree with focus on software architecture, algorithms, and systems design

IT Professional Certifications

June 2021 - October 2021

Mountainland Technical College (MTECH) | Spanish Fork, UT

- Earned PC Pro, Network Pro, Security Pro, and Linux Pro certifications
- Completed 1-year certification course in just 4 months

TECHNICAL SKILLS

Languages

C# / .NET, JavaScript / TypeScript, Python, Java / Kotlin, SQL, HTML/CSS

Frameworks & Tools

.NET Core, Unity, Node.js, Express, Git, SQL Server, PostgreSQL, Docker

Specializations

REST APIs, Web Applications, Mobile Development, Software Architecture, Database Design

Other

AI Integration, Automation Solutions, Network Security, Linux Administration, Encryption

PROJECTS

Lifeburn Trading Card Game — C#, Unity, .NET, SQL Server, JSON Schema

Competitive TCG with server-authoritative gameplay, encrypted accounts, and 265-card database.

Atmoslol — Node.js, Express, PostgreSQL, Discord OAuth, Stripe

League of Legends coaching platform with VOD review, Riot API integration, and secure payments.

WorldGate — Unity, C#, Procedural Generation

Top-down 8-bit RPG dungeon crawler with infinite procedural world generation.

Project Corbis — Kotlin, Jetpack Compose, ESP32, Claude API, Docker

Physical AI assistant drone with autonomous docking and AI-powered indoor navigation.