

Gabe Curran

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SUMMARY

Full-stack software engineer with 3+ years of experience across web apps, enterprise data platforms, and multiplayer games. Currently working on internal developer tooling for WebstaurantStore's DB/BI teams and multiplayer networking for a Unity game at Starworks Studios. Previously at Excellis Interactive, a Steam-integrated software consultancy, and Ory Corp. Side projects include live AI web apps, a browser-based PvP dueling game, and a real-time multiplayer tabletop RPG.

SKILLS

Languages: TypeScript, JavaScript, SQL, C#, Python, Java, PHP, C, Dart, Lua, HTML, CSS
Frontend: React, Next.js, Tailwind, Three.js, WebGL, Electron, Angular, Vue.js, Flutter
Backend: Node.js, Express, .NET, Laravel, Flask, Prisma, SSE, stored procedures, CDC, Liquibase
Databases: PostgreSQL, MySQL, SQL Server, SQLite, MongoDB, Supabase
Orchestration: Apache Airflow, Qlik, Docker
Games: Unity, Phaser, Three.js
Auth: Ory, Oso, Descope, Supabase
DevOps: Azure DevOps, GitHub, Vercel, Bash, PowerShell, npm, Docusaurus
Testing: Playwright, Vitest, Selenium

EXPERIENCE

Software / Database Engineer

Clark Associates / WebstaurantStore

Apr 2024 – Present

Remote / Litz, PA

- Write, modify, and optimize SQL Server stored procedures, design and update tables, build staging tables and their pipelines, run DMLs, and fix bugs across the stack. Ship changes end-to-end through Azure DevOps.
- Work on DBenforcer, a Python SQL Server parser that extracts DDL objects and permissions for automated standards validation across the team.
- Work on DBenforcer Local, a .NET, React, and Electron desktop tool for standards checks, deploy-script validation, multi-environment data comparison, and Azure DevOps integration.
- Write Apache Airflow DAGs to replace legacy SQL Server VCRON jobs and stored procedures, and built the team's local Airflow dev environment so engineers can test DAGs against SQL Server locally.
- Help manage the company's Qlik environments for everything related to data replication.

Web Developer / Network Engineer

Starworks Studios (concurrent)

May 2024 – Present

Remote / Philadelphia, PA

- Work on multiplayer networking for Boast Guards, a Unity game from a student-founded studio at Drexel, using a host-authoritative model.
- Built and maintain the studio's public marketing site at starworks-studios.com using Next.js and Supabase, with an authenticated admin panel, blog, and Google OAuth.
- Delivered Blockverse under a local Starworks contract, a marketing site for a Roblox game. Editors update every page section, upload images, and review contact submissions through a custom CMS, backed by Supabase with row-level security and Incremental Static Regeneration on the public pages.

Fullstack Software Engineer

Excellis Interactive

Oct 2023 – Jun 2024

Remote / Philadelphia, PA

- Built ticketing and networking features for a Fortune 30 client (Comcast) using Node.js and Angular, shipping full-stack across frontend and backend on a tight client-services cadence.

Software Consultant (NDA)

Undisclosed Client

Jan 2023 – Aug 2023

Remote

- Designed and shipped a Steam OpenID 2.0 authentication service in Express.js, along with a Steam user-data retrieval layer for the client's platform.

Product Development Software Engineer

Ory Corp & Ory Systems GmbH

Sep 2022 – Apr 2023

Remote / Munich, Germany

- First hire out of undergrad. Contributed Next.js reference implementations and Playwright test infrastructure to Ory Elements, the company's open-source authentication UI library.

EDUCATION

Drexel University

Bachelor of Science, Computer Science

Sep 2022 – Sep 2025

Philadelphia, PA

Thaddeus Stevens College of Technology

Associate of Applied Science, Computer Software Engineering, Magna Cum Laude, GPA 3.90

Sep 2020 – May 2022

Lancaster, PA

PROJECTS

- LingoLyrics** | *Next.js, TypeScript, Claude API, OpenAI API, LRCLib, Vercel* | lingolyrics.vercel.app Jul 2025 – Present
- A live AI-powered lyric translator and annotator. Solo-built and production-deployed.
 - Fetches time-synced lyrics from LRCLib and streams line-by-line translations through Claude, with OpenAI as a fallback for broader language coverage.
 - Responsive side-by-side UI for original and translated lyrics with per-line annotations. Translations stream in as tokens arrive from the model.
- Revelations** | *TypeScript, Three.js, WebGL, Vite, Puppeteer* | revelations.quest Mar 2026 – Present
- A web-based PvP dueling game with real-time multiplayer and custom voxel graphics.
 - Built on a strict simulation and render separation with a 77-test suite on the simulation layer, so core game logic runs headlessly in CI and desyncs are easy to reproduce.
 - Ships alongside a custom toolchain I built to create the game's assets: voxel weapon modeler, pose editor, animation authoring, save and load, undo and redo, and gizmo transforms.
- PokeDnD** | *Next.js, Prisma, PostgreSQL, Ory, SSE, TypeScript, Docker, Railway* | pokednd.live Sep 2025 – Present
- A real-time multiplayer Pokémon D&D web app with a full Pokédex, trainer and campaign management, and a complete battle rules engine.
 - Battle, dice, and music state sync across clients through Server-Sent Events. Integrates with Discord for sign-in, Spotify and YouTube for synchronized music playback, and Owlbear Rodeo through a custom VTT extension.
 - Role-based auth through Ory, a Dockerized monorepo with Prisma migrations on Postgres, deployed on Railway. Built with Hunter Gallo, the founder.
- DBEnforcer Local** | *.NET, React, Electron, TypeScript, Azure DevOps* | Internal at WebstaurantStore Jan 2026 – Present
- An internal desktop application used by the DB and BI teams at WebstaurantStore for validating SQL Server deploy scripts, checking database standards, and comparing data across environments.
 - Integrates with Azure DevOps so engineers can browse pull requests, link work items, and set up workspaces directly inside the app.
 - Built with a .NET backend, a React and TypeScript UI, and an Electron wrapper, with an auto-update pipeline for distribution.
- Comcast Network Design Platform** | *Angular, Unity, TypeScript, C#* | Subcontract via Excellis Interactive 2024
- A GIS-based network design and ticketing platform used internally at Comcast, including by field technicians, to locate and manage their nationwide coax and fiber infrastructure.
 - Users pan and zoom across a map of the entire US to find network information for individual streets and buildings, and export the underlying data to Excel for planning and reporting.
 - Runs as two clients against the same backend, an Angular web app and a Unity desktop app. I contributed features across the Angular side and helped design parts of the Unity architecture during a few-month subcontract through Excellis Interactive.
- Starworks Studios Website** | *Next.js, React, Tailwind, Supabase* | starworks-studios.com Feb 2026 – Present
- The studio's public marketing site, rebuilt from scratch, with pages for games, team, and a blog.
 - Authenticated admin panel with Google OAuth where editors manage all blog posts, team profiles, and game content.
 - Server-rendered with Supabase and row-level security on the data layer.
- Boast Guards** | *Unity, C#, host-authoritative multiplayer* | [Trailer](https://trailer) May 2024 – Present
- A Unity multiplayer game from a student-founded studio at Drexel, originally my senior project and now an active studio title.
 - I work on the core networking systems, including a host-authoritative model, event-driven architecture, and session and lobby flow for game-state replication.
 - Wrote the team's internal networking documentation so new contributors can get up to speed on the multiplayer stack.
- Blockverse** | *Next.js, React, Tailwind, Supabase, ISR* | blockverseproductions.com Mar 2026
- A marketing site for a Roblox game, delivered under a local Starworks contract.
 - Custom CMS and admin dashboard where authorized editors update every page section, upload images, and review inbound contact submissions, all backed by a structured content schema.
 - Supabase with row-level security on the data layer, and Incremental Static Regeneration on public pages for fast navigation.