

Shane Loresto

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PROFESSIONAL SUMMARY

Information and Computer Systems Technology graduate from Camosun College with hands on experience building, debugging, and shipping full stack web and mobile applications across Windows, macOS, iOS, Android, and Linux. Delivers user facing features independently while collaborating to resolve complex technical issues in team environments.

EDUCATION

Camosun College

Victoria, BC

Information and Computer Systems Technologist Diploma

Sep 2024 – Aug 2026

Relevant Coursework: Data Structures & Algorithms, Software Engineering, Database Systems, Web Application Development, Systems Administration, Operating Systems & Architecture, Computer Ethics & Security, Network Programming

TECHNICAL SKILLS

Languages: Java, Python, C++, C#, JavaScript, TypeScript, Swift, SQL, HTML/CSS

Frameworks & Libraries: React, React Native, Next.js, Express, Django, GraphQL, SwiftUI, Unity

Systems & Networking: Windows Server, Active Directory, Group Policy, Hyper-V, TCP/IP, DNS, DHCP, VPN

Operating Systems: Windows, macOS, Linux, iOS, Android

Tools & Platforms: Git, GitHub, VS Code, Firebase, MongoDB, Postman, Microsoft 365, Google Workspace

PROFESSIONAL EXPERIENCE

Software Developer

May 2026 – Aug 2026

YGO Developers Ltd.

Victoria, BC

- Ported an iOS messaging app to Android using React Native and Firebase, translating native components to ensure a seamless cross platform user experience without maintaining separate codebases.
- Shipped 15+ features independently, including video calls, chat search, chat pagination, usage analytics, and account privacy controls.
- Resolved 20+ critical bugs across messaging, calling, and notifications, eliminating duplicate message delivery, push notification failures, and video and audio call connection drops.
- Worked with the development team to investigate production issues, write comprehensive technical documentation, and maintain application stability across multiple platforms.
- Implemented input validation, rate limiting, and permission controls to protect user data and application endpoints.

PROJECTS

Message Board Application

React, Next.js, TypeScript

- Built the client interface for a real time message board with live updates over WebSocket connections.
- Implemented user authentication flows and protected routes using JWT session state.
- Designed UI controls for owners and moderators, displaying moderation actions based on user access levels.

Message Board API

Express, MongoDB, Socket.io

- Built a REST API with owner access control and JWT authentication, using Argon2 password hashing for credential storage.
- Integrated MongoDB to store messages and user records, structuring database collections for efficient queries.
- Documented API endpoints using OpenAPI and set up Socket.io to broadcast real time updates to connected clients.

Lockdown

Unity, C#

- Built an interactive single player 3D puzzle action game where players clear obstacles, defeat enemies, and collect batteries to unlock exits and advance to the next level.
- Implemented core gameplay systems for enemy encounters, item collection, and level progression logic.
- Engineered player movement, physics collisions, and responsive camera controls using Unity and C#.

Systems Administration Labs

Windows Server, Active Directory, Hyper-V

- Configured a Windows Server domain environment using Hyper-V virtual machines.
- Administered Active Directory user accounts, security groups, and Group Policy objects, while configuring DNS/DHCP and user access permissions.
- Implemented network security controls and remote access rules to ensure reliable system connectivity.