

John Guerra

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Full Stack Software Engineer with 2+ years of experience building secure, scalable, and production-ready applications.

Experience

Freelance Software Engineer, Self-Employed – Laredo, TX August 2023 – Present

- Developed a custom anti-cheat system for a game server supporting over **7,000 concurrent users**, using server-side movement validation and packet inspection - **reduced cheating by 30%** and **improved user satisfaction by 50%**.
- Built and deployed a multiplayer game server with Java and Netty, **maintaining 99.9% uptime** for a YouTube client with over 4M subscribers; **handled 400+ concurrent users** with optimized performance and stability.

Projects

Wallet - Zero-Knowledge Password Manager [Live Demo](#) | [GitHub](#)

- Built a zero-knowledge password manager using **AES-GCM encryption** and **PBKDF2 key derivation**, ensuring all sensitive data is encrypted in the browser before being sent to the server.
- Designed a secure, passwordless login system with **email-based authentication**, **rate limiting**, and **failed attempt tracking** to protect against brute force and spam.
- Implemented **session management**, audit logging, and hardened security headers including **CORS**, **strict cookie policies**, and **safe error handling**.
- Developed a clean, responsive frontend using **vanilla JavaScript** and **Web Crypto API**, without external dependencies, prioritizing performance and usability.
- Deployed using **Spring Boot**, **MongoDB**, and **Docker**, with environment-based config and secure HTTPS delivery.

SpikeTracker - Valorant Esports Tracker [Live Demo](#) | [GitHub](#)

- Built a real-time Valorant match tracker using **Spring Boot 3.2** (Java 21) and the **unofficial VLR.gg API** to fetch and display live match data.
- Developed a responsive web interface with **Thymeleaf** and **JavaScript** so users can monitor ongoing matches.
- Integrated with Discord using **JDA 5.x**, allowing a bot to send automated match updates and score notifications to designated channels via commands.
- Packaged and deployed the full application using **Docker**, making it easy to run both locally and in production environments.

Dragonball Online Global - Volunteer [View Game](#)

- Contributed weekly patches addressing bugs and gameplay improvements, directly supporting ongoing player engagement.
- Resolved a **critical memory leak** in the asset loader that was causing client freezes and crashes, significantly improving stability.
- Assisted in the developing server-side anti-cheat features to detect and block botting and automation tools.
- Helped increase overall **player satisfaction by ~40%** and contributed to a **15% rise in active player count** following stability and gameplay updates.

Education

Western Governors University – B.S. Software Engineering Expected May 2026

Skills

Languages: Java, Python, Go, HTML, CSS, JavaScript

Developer Tools: AWS, Azure, Postman, Git, Maven, Gradle, Docker

Libraries/Frameworks: Spring Boot (REST), Spring Security, Spring Data, Spring AI, OpenAI, Thymeleaf

Databases: MongoDB, PostgreSQL