

# Adam Wentworth

Software Engineer | Go Backends | C++ Systems | Full-Stack Products

Vancouver, BC | 604-726-7888 | adamjohnwentworth@gmail.com | adamwentworth.ca | github.com/AdamWentworth | linkedin.com/in/adam-john-wentworth  
BCIT BSc Applied Computer Science, expected May 2027 | Seeking 2027 software engineering roles

## PROFILE

Software engineer and BCIT Applied Computer Science student building full-stack products, Go services, C++ game systems, and AI-adjacent tooling. I use modern AI coding workflows to move faster while keeping ownership of design, testing, and production quality.

## SKILLS

<b>Languages</b>	TypeScript, JavaScript, Python, Go, C++20, Rust, SQL
<b>Backend/Data</b>	Microservices, net/http, Fiber, Node/Express, FastAPI, PostgreSQL/PostGIS, MySQL, MongoDB, ClickHouse, Kafka
<b>Frontend/Desktop</b>	React, Astro, Expo, Tauri, CSS, Accessibility
<b>Systems/Infra</b>	SDL2, OpenGL, Direct3D 12, Lua, sol2, CMake, Docker, NGINX, GitHub Actions
<b>AI/Automation</b>	OpenAI API, llama.cpp, Ollama, Whisper ASR, Python scripting

## SELECTED PROJECTS

**Pokemon Go Nexus - Full-stack product system** September 2023 - Present  
*React, Go, Kafka, MySQL, Postgres/PostGIS, Node, MongoDB, Docker, NGINX, Vitest*

- Built Go services, Kafka-backed update flow, MySQL persistence, and SSE readers for live Pokemon GO collection updates.
- Implemented auth, geospatial Postgres/PostGIS search, React clients, Docker/NGINX deployment, backups, and frontend tests.

**WinRift - Go game analytics backend** 2026 - Present  
*Go, net/http, ClickHouse, Riot API, React, TypeScript, Docker, GitHub Actions*

- Built Go API, Riot Games API collector worker, monitor, and patch archive tooling for League analytics workflows.
- Normalized match, timeline, rank, and static-data payloads into ClickHouse read models for champion guides and live scouting.

**Pokemon Autochess - C++ engine and game systems** April 2025 - Present  
*C++20, SDL2, OpenGL, Direct3D 12, Lua, sol2, CMake, JSON*

- Built C++20 engine modules for app lifecycle, UI, camera/board rendering, model loading, animation, and render caches.
- Composed deterministic runtime systems with Lua tuning, OpenGL and Direct3D 12 paths, VFX tooling, and smoke tests.

## EXPERIENCE

**Software Developer Intern - Savepoint Client Project / BCIT** Vancouver, BC | January 2024 - April 2024  
*Rust, Tauri, TypeScript, React, Python, Image processing, CLI tools*

- Built Python image-processing and CLI scripts for AI video training-data preparation inside a Rust/Tauri/React desktop workflow.

**Full-Stack Developer - Innota Client Project / BCIT** Vancouver, BC | September 2023 - December 2023  
*MongoDB, Express, React, Node, Docker, OpenAI API*

- Shipped React UI and REST APIs for a PDF study workspace, including upload/ingestion, OpenAI writing actions, Docker, and handoff.

**IT Support Specialist Intern - Firefly Systems IT Support** Vancouver, BC | May 2023 - August 2023  
*Windows, macOS, Linux, Active Directory, Office 365, Google Workspace*

- Supported Windows, macOS, Linux, hardware, cloud, networking, Active Directory, VPN, Office 365, and Google Workspace environments.

**Operations & Data Coordinator - Reliant Music** Vancouver, BC | August 2020 - February 2023  
*Music catalog operations, Metadata QA, Royalty claim readiness, Spreadsheet systems, Artist research*

- Rebuilt music catalog and artist research data into QA-ready spreadsheet systems for royalty claims, placements, and follow-up.

## EDUCATION

<b>BCIT</b>	Bachelor of Science in Applied Computer Science	Expected May 2027
<b>BCIT</b>	Diploma in Computer Information Technology	May 2024
<b>SAE Institute</b>	Diploma in Audio Engineering & Music Production	June 2020

## ADDITIONAL

**CaptainMonkHD:** YouTube creator with 200k+ subscribers, Riot Games Partner, analytics-driven production, and brand partnerships.

**Recording engineer:** Client-facing studio work, Pro Tools sessions, signal flow, live-floor tracking, and technical troubleshooting.