Tristan Mitsuji ODonnell *Software Engineer*

Backend and full-stack software engineer experienced in building APIs, data pipelines, and production-ready web applications. Seeking SWE internship opportunities using Python, FastAPI, React, and scalable system design, with a growing focus on AI.

INFO

Location
Los Angeles, CA

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Phone
8184399662

LINKS

Linkedin

GIthub

Portfolio

SKILLS

Languages
- Python
- JavaScript
- C++
- C#

Backend & Web
- FastAPI
- React
- Pydantic
- httpx

Game Engines & Systems
- Unreal 5(Blueprints + C++, Behavior Trees, GAS)
- Unity (C#)

Developer Tools
- Pycharm
- CLion
- Webstorm
- Render
- Git
- Visual Studio
- VS Code

EDUCATION

Associate in Science - Data Science — 2025 - Present
Pasadena City College

Unity Developer Certification — 2024
University of California, Irvine

Bachelor of Arts - Business Administration — 2021
California State Polytechnic University, Pomona

PROJECTS

Full-Stack / Backend Developer - Python / FastAPI / Data Engineering — 2025 - Present
Kalshi Market Data Pipeline
- Building multi-layer data pipeline with snapshot ingestion, normalization, enrichment, scoring, and decision logic.
- Developing FastAPI backend exposing structured endpoints for desktop integration and automated analysis.
- Implementing caching, config-driven routing, and modular folder architecture for clean separation of pipeline stages.
- Creating research, signals, and feedback loops to support evaluative trading logic and iterative strategy testing.

Full-Stack / Backend Developer - Python, FastAPI, React — 2025
Pokemon Data Explorer
- Built FastAPI service wrapping PokéAPI with normalized models and structured endpoints.
- Developed React UI for search, detail views, and dynamic sprite loading.
- Deployed full-stack project on Render with environment variables and CORS setup.
- Added TTL caching and request optimization to reduce external API overhead.

Lead Programmer - Unreal Engine 5 — 2024 - 2025
Monstrum Arcana - Turn Based Battle
- Built core Battle System, managing turns, combat logic, and game flow.
- Created Score-Based AI Decision System for move/switch selection.
- Created modular Move Calculator for damage, status, and effects during gameplay.
- Designed Modular Text Function to send customizable messages between systems and UI.
- Developed Data-Driven Tools to streamline content creation for designers.

Lead Programmer - Unity — 2024
Asteroid Fight Capstone Project
- Created player Class Select system applied on scene load.
- Built Round Manager to control enemy spawn rates and gameplay pacing.
- Created Weapon System with varied weapons, damage logic, and hitscan/projectile support.
- Built Player Inventory System supporting interaction and pickups.
- Created Shop System using Data Manager to spawn instances during gameplay.

PROFESSIONAL EXPERIENCE

Project Associate - Global Early Careers / Talent Brand — 2022 - 2024
Activision Blizzard, Irvine, USA
- Drove 3.3M site visits and 3K+ applications through multi-unit campaigns while leading branding, merchandising, and outreach for 10+ projects and 835 schools.