

JUDE MENSAH NANA BAFFOE

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SUMMARY

Software developer shipping production applications end to end — four titles live on Google Play, a suite of web and desktop tools, and browser games running without an engine. I write code, direct AI tooling against specifications I write, and own architecture, review, and the full build-and-release chain — the combination is what makes a ten-product portfolio possible for one person. Senior Airman in the U.S. Air Force, 4.00 GPA in Computer Science (Software Engineering concentration) at SNHU.

TECHNICAL SKILLS

Languages: C#, JavaScript, TypeScript, Java (SE and Spring Boot), Python, C++, SQL, HTML/CSS

Frameworks & Runtimes: Unity, React Native / Expo, Next.js, React, Node.js, Fastify, Electron, Progressive Web Apps (service workers, offline-first)

Backend & Data: PostgreSQL, Supabase, REST APIs, argon2 authentication, Docker, Caddy, restic, self-hosted Linux deployment

Mobile & Release: Android Studio, signed APK/AAB pipelines, Google Play Console, Amazon Appstore, Google Play Games Services v2, Unity IAP with server-side receipt verification, AdMob

Design & Media: Autodesk Maya (3D modeling and animation), Adobe After Effects, FL Studio, UI and design-system work

Practices: AI-assisted development (specification, code review, hardening generated code), build and release toolchains (npm, Expo, Gradle, keystore signing), application security auditing, SDLC, Git

EXPERIENCE

Founder & Developer — Teq Vault LLC / Average Jude Games, Bossier City, LA *2026 – Present*

- Designed, built, and published four mobile titles to Google Play, owning gameplay code, backend integration, store listings, and post-launch updates.
- Audited a live match-3 RPG codebase and remediated three critical defects: save data XOR-obfuscated rather than encrypted (replaced with AES), incorrect soft-pity gacha probability math, and cooldowns validated against the device clock.
- Implemented Google Play Games Services v2, Relay/Lobby real-time multiplayer, leaderboards, a cross-promotion house-ad system, and non-consumable IAP with server-side receipt reconciliation for Quetiimals Connect 4.
- Rebuilt opponent AI with depth-adjusted board scoring and center-first move ordering, raising difficulty without increasing search cost.
- Specified and am building a self-hosted backend platform (PostgreSQL 16, Node LTS, Fastify, own-table auth with argon2, Docker, Caddy, restic backups) to replace third-party BaaS dependencies across the product line.
- Built and maintain teqvault.study, publishing courses in Java, Python, Git, Unity, embedded systems, PLC programming, and cybersecurity fundamentals.
- Shipped a suite of offline-first PWA and Electron developer tools — sprite slicer with flood-fill and magic-wand selection, texture atlas packer, palette and font utilities — on a shared design system.

Electrical Systems Journeyman (3E051) — U.S. Air Force, Barksdale AFB, LA *Jan 2023 – Present*

- Install, operate, and maintain facility and airfield electrical systems in compliance with safety standards and regulations; perform routine inspection and corrective maintenance.
- Authored a comprehensive airfield lighting training course for incoming airmen, converting official technical references into structured instructional modules.
- Building an offline-capable fault isolation PWA pairing a one-line schematic with an interactive map for pin placement, cached via service worker for use without connectivity.

Freight Team Associate — Medline, Aurora, CO *Sep 2019 – Dec 2022*

- Met throughput and accuracy targets in a fast-paced distribution environment; coordinated with team members to keep deliveries on schedule.

Freight Team Associate — The Home Depot, Aurora, CO *Oct 2017 – Sep 2019*

- Handled freight processing and stocking while supporting customers on the sales floor.

SELECTED PROJECTS

- Quetiimals & Forge & Ruin** — Unity/C# match-3 RPGs live on Google Play, built on a shared ScriptableObject-driven content pipeline with a gacha economy and encrypted saves.
- TeqXus AI** — Next.js + Supabase platform with multi-provider AI routing, server-side entitlement verification, and model gating; frontend and backend deployed separately.
- TeqMusic / TeqStream** — React Native / Expo (SDK 57) media apps with scrubbing, fullscreen, picture-in-picture, and background playback; TeqMusic is live on Google Play as a signed AAB; TeqStream in testing.
- Eyu Falls** — Puzzle-adventure falling-block RPG written in plain HTML/JS/CSS with full audio and PWA infrastructure, wrapped for Android and ported to Amazon Appstore.

- **TeqCarve & TeqLink** — Python file-recovery tool with sector-aligned Windows raw device access; WebRTC remote-desktop app with custom signaling server and Electron Windows agent.

EDUCATION

B.S. Computer Science, Software Engineering concentration — Southern New Hampshire University *Expected Dec 2026*

- Cumulative GPA 4.00. President's List, Summer 2025.
- Coursework: Software Development Lifecycle, Programming Languages, Structured Database Environments, Operating Platforms, Discrete Mathematics, Applied Linear Algebra, computer graphics with OpenGL, embedded systems with Raspberry Pi.

Computer Science coursework — Metropolitan State University of Denver, CO

- Computer Science I & II, Discrete Structures, Computer Organization, Calculus I.

B.S. Agriculture (Soil Science) — University of Ghana *Jun 2014*

- Second Class Honours, Lower Division.

CERTIFICATIONS

LinkedIn Learning — Java: Data Structures (2022) · Programming Foundations: Data Structures (2022) · Learning Java 11 (2022) · Learning Motion Graphics (2019) · Introduction to 3D and Modeling Vehicles in Maya (2018, 2020)