

Cameron Halliday

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SUMMARY

Full-stack Software Engineer with 14 months of rapid career advancement (T1→T3) through high-impact automation and system architecture. Specialized in building production-grade applications using Django, React, TypeScript, and C#. Delivered 22,000+ hours in efficiency gains through automated workflows and developer tooling. Active Secret Clearance.

EXPERIENCE

Software Engineer T3 | CACI

Norfolk, VA

October 2025 – Present

- **Architected full-stack web application (ScreenSculpt)** using Django 6.0, PostgreSQL, React with GitLab CI/CD, Docker, and Ubuntu deployment—supporting 11+ polymorphic content types and REST APIs
- **Maintained C# automation system** processing 100+ documents per cycle with 99% reduction in manual overhead through Unity Engine integration and XML parsing
- **Led cross-functional coordination** for testing events, managing stakeholder communication and deliverable quality across multiple concurrent cycles

Software Engineer T2 | CACI

Norfolk, VA

February 2025 – October 2025

- **Optimized automation pipeline** processing 1,400+ documents across 14 teams, reducing generation time from 2 days to 10 minutes—saving 22,000+ person-hours through C# refactoring and Excel workflow optimization
- **Refactored legacy codebase** implementing OOP design patterns, dependency injection, and modular architecture while establishing technical documentation and mentoring protocols

Software Engineer T1 | CACI

Norfolk, VA

August 2024 – February 2025

- **Built automated document generation system from scratch** (3,500+ LOC C#) integrating Unity Editor, Excel/VBA, and XML parsing to generate 1,400 templated documents—eliminating 10+ person-years of manual work
- **Collaborated with domain experts** to translate complex requirements into robust software architecture and data validation systems

PROJECTS

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Electron • React • TypeScript • Fastify • PostgreSQL • Node.js

- Local-first productivity app with Pomodoro workflows, task management, and analytics—cross-platform deployment (macOS/Windows) with automated build pipeline
- Platform-neutral architecture enabling PWA and mobile expansion via Capacitor, with optional sync server (Fastify/SQLite/JWT)

EDUCATION

Bachelor of Science in Computer Science

Old Dominion University | Norfolk, VA | 2024

TECHNICAL SKILLS

Languages: TypeScript, JavaScript (ES6+), Python, C#, Java, C++, SQL, HTML5, CSS3

Frameworks: React, Django, Django REST Framework, Electron, Express.js, Fastify, Node.js, Unity Engine, Tailwind CSS

Tools: PostgreSQL, MongoDB, SQLite, Django ORM, Mongoose, Git (GitHub/GitLab), Docker, CI/CD, REST APIs

Methodologies: Object-Oriented Programming, SOLID principles, Test-Driven Development, System Architecture, Agile Development, Local-First Architecture