

JAMES BURET

FRONTEND & FULL-STACK ENGINEER

React | TypeScript | Next.js | Node.js

PROFILE

Product-minded frontend and full-stack engineer with 6+ years building user-facing software across web, mobile and desktop. As founding engineer at BingBong, built Tome end to end to 100K+ monthly active users, 300K+ pre-launch signups and a #6 overall US App Store launch. Strongest in React, TypeScript, rapid iteration and turning ambiguous product goals into shipped systems.

EXPERIENCE

Gameplay Programmer | GOOD1 Studios [Case study](#) [Steam](#) Mar 2026 - Present

Three-person studio behind Deadline Delivery; main gameplay programmer on its next multiplayer game.

- Own player-facing systems and UI for an unannounced networked multiplayer title, including movement, interactions, items, physics, scoring and the scoreboard.
- Diagnosed gameplay and networking bugs on Deadline Delivery before launch; the game has since sold 30,000+ copies.
- Prototype and iterate directly with the founders, turning playtest feedback into polished features and design changes.

Founding Full-stack Engineer | BingBong Inc. [Case study](#) [Tome archive](#) Jun 2023 - Dec 2025

Promoted from intern after a \$2M seed round; partnered directly with the founder on product and engineering.

- Built Tome from idea to 100K+ MAU; the launch reached #1 in Books and #6 overall in the US iOS App Store after 300,000+ pre-launch signups.
- Built almost every core feature: authentication, posting, customizable profiles, feed and ranking, social-data imports and push notifications.
- Shipped one React, Ionic and Capacitor codebase across web, iOS and Android, backed by Parse, MongoDB and Heroku.
- Helped lead the pivot from open-source Seam Social to Tome, rebuilding the product around reader communities and shipping through launch and rapid growth.

Front-end Engineer | Freelance [Case study](#) Jan 2019 - Aug 2022

Designed and shipped desktop, web and automation products before and during college.

- Designed and built Hyperbot, a subscription Electron desktop app that simplified complex sneaker-purchasing workflows.
- Built Multibroker, a Docker-based reverse-split arbitrage system using computer vision to automate trading across 15+ brokerage accounts.
- Took wave.ac frontend features from Figma wireframes to production; the music platform was later acquired.

TECHNICAL TOOLKIT

Frontend: TypeScript, JavaScript, React, Next.js, HTML, CSS, Tailwind CSS, MUI, Ionic, Capacitor, Electron

Backend & data: Node.js, Parse, MongoDB, PostgreSQL, Supabase, REST APIs

Platforms & tools: Git, GitHub, Docker, Heroku, Stripe, RevenueCat, Figma

Additional: Unreal Engine 5, Blueprints, multiplayer systems