Oliver Barbeau

Full-Stack Developer & Creative Maker

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WORK EXPERIENCE

Founder & Lead Developer   *2026 - Present*
Golemtek — Minneapolis, MN

- Architecting a multi-tenant TTRPG campaign management SaaS with Next.js 16, TypeScript, tRPC v11, Prisma, and PostgreSQL.
- Implemented real-time collaborative features via Liveblocks WebSockets across shared game sessions.
- Designed normalized PostgreSQL schema with 49 relational models; type-safe API layer via tRPC with end-to-end inference.
- Deployed to Vercel with CI/CD via GitHub Actions (lint, type-check, 65% coverage threshold); auth via NextAuth v5 with OAuth and credentials.

Software Developer   *Apr 2024 - Aug 2024*
Salesforce (via Aditi Consulting) — Remote

- Shipped an interactive learning simulation on Forio's Epicenter platform, used by 10,000+ global sales professionals.
- Sole developer on the Global Enablement Innovation Team; built gameful experiences in JavaScript and React from requirements through delivery.

IT & Systems Manager   *2018 - 2023*
Centro Restaurant Group — Minneapolis, MN

- Sole IT and systems manager across 4 restaurant locations; built data analytics pipelines for menu pricing optimization.
- Automated reporting workflows and managed POS system integrations.

HOSPITALITY EXPERIENCE

Server   *2023 - Present*
Oro by Nixta — Minneapolis, MN

- Made the finalists list for award of Best New Restaurant by The James Beard Foundation in 2024.
- Featured in NYT's 50 Best Restaurants (US) 2024.
- MSP Mag 50 best Twin Cities restaurants 5 years in a row

Server   *2016 - 2018*
Red Stag Supper Club, Tiny Diner - Placemaker Hospitality — Minneapolis, MN

- Server at James Beard Award semifinalist restaurants.

EDUCATION

Bachelor of Science, Computer Science   2023
University of Minnesota-Twin Cities, College of Science and Engineering

Data Analytics Professional Certificate   2023
Google

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, SQL, C, HTML/CSS
Frameworks & Libraries: React, Next.js, tRPC, Prisma, Tailwind CSS, Node.js
Infrastructure & Tools: PostgreSQL, MySQL, Git, Vercel, GitHub Actions, REST APIs
Practices: Database Design, Unit & Integration Testing, Agile/SCRUM, Technical Writing

PROJECTS

Dual Heuristics for Personnel Tour Scheduling   *Python*

- Research paper proposing a novel dual-heuristic approach to the NP-hard personnel tour scheduling problem.
- Separated resource and time slot heuristics for customizable priority tuning; mutual recursive graph search with depth-limit pruning.

Phraser   *Next.js, TypeScript, tRPC, Prisma, Tailwind CSS, MySQL*

- Independently built and deployed a full-stack daily word puzzle game with user accounts (Clerk) and server-validated game history.
- Type-safe API via tRPC; relational data layer with Prisma and MySQL.

Wordle Solver   *Python*

- Built a solver for the NYT Wordle puzzle using a custom word-frequency ranking algorithm.
- Outperforms average human solve rate with a higher win percentage and lower average guesses.

PPALMS (Parsons Problem Generator)   *Python*

- Led a 4-person team through requirements elicitation, specification, and weekly SCRUM sprints.
- Generates Parsons problems from source code for upload to standard Learning Management Systems.

Multi-Process Web Browser *C*

- Led a 3-person team building a tabbed browser using fork/exec, IPC, and shared memory.
- Implemented process isolation per tab with low-level POSIX system calls.