

Vaughn Christman

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SUMMARY

Early-career software engineer with production experience building backend-focused full-stack web applications using Python, FastAPI, PostgreSQL, SQLAlchemy, Next.js/React, and TypeScript. Experience includes API development, database design, incentive-matching logic, RAG-based AI workflows, testing, and end-to-end feature delivery in a startup environment. Strong self-directed learner with structured study in algorithms, databases, testing, CI/CD, code design, and system design.

TECHNICAL SKILLS

Languages: Python, TypeScript, JavaScript, SQL, C#, HTML/CSS

Frameworks: FastAPI, React, Next.js, SQLAlchemy, Alembic, Tailwind CSS, LangChain

Databases: PostgreSQL, Supabase

Tools: Pytest, Git, GitHub, DBeaver, Vercel, Heroku, WSL, Bash, Linux/Ubuntu CLI, Docker

Strengths: Backend business logic, REST APIs, schema design, AI workflow integration, modular architecture, reusable components

EXPERIENCE

Software Engineer | *CTI - INCENTIVISTA*

Mar 2025 - Jan 2026

- Built and maintained backend APIs and application logic in Python and FastAPI for an incentive-matching SaaS platform supporting onboarding, business profile workflows, and report generation.
- Worked extensively on backend incentive-matching algorithms and supporting logic used to evaluate businesses and match them to relevant incentives.
- Developed RAG-based AI workflows that generated business-specific incentive content, including descriptions, score context, and explanations of why an incentive was a strong fit for a given business.
- Designed and evolved PostgreSQL schemas with SQLAlchemy and Alembic, and wrote queries supporting matching workflows, profile management, and internal platform functionality.
- Built frontend features in Next.js, React, and TypeScript for internal tools and reporting interfaces, with an emphasis on modular, reusable, and maintainable components.
- Refactored and abstracted frontend and backend code and maintained automated backend tests with Pytest to improve reusability, reliability, and long-term maintainability.

Independent Game Developer | *Personal projects*

2020 - 2025

- Built Unity game prototypes in C# featuring player movement, combat, AI navigation, UI, and inventory systems.
- Managed projects independently from concept to prototype, including design, debugging, iteration, asset integration, implementation, and optimization.

PROFESSIONAL DEVELOPMENT

Structured self-study in software engineering (2025 – Present): data structures and algorithms, Python, SQL and relational databases, API design, testing, Git/GitHub workflows, CI/CD fundamentals, and system design.

EDUCATION

High School Diploma | 2025