

ANDRES BOTIA

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SUMMARY

Full-stack software engineer building React and TypeScript interfaces on top of complex backend business systems, with a specialization in aviation systems and legacy platform work in RPG ILE IV on IBM i.

WORK EXPERIENCE

Banyan Air Service

Software Engineer

Fort Lauderdale, FL

Feb 2025 – Present

- Own production business systems end to end, from the backend services to the React and React Native applications built on top of them
- Built and shipped the Banyan Executive Dashboard, a self-initiated internal tool now used daily by the executive team
- Integrated live FlightAware data, cross-referencing it against reservations and fueling records to surface financials
- Automated a reconciliation previously done by hand, including surfacing flights that never came through
- Develop the backend business systems in RPG ILE IV on IBM i against DB2
- Technologies: React, React Native, Expo, TypeScript, RPG ILE IV, IBM i, DB2

Software Developer Apprentice

Feb 2024 – Feb 2025

- Built React and React Native interfaces on top of production backend systems
- Developed backend business systems in RPG ILE IV on IBM i under the direction of senior engineers

Cendyn

Associate Software Engineer

Boca Raton, FL

May 2022 – Dec 2023

- Designed, built, and maintained applications on .NET and Vue.js
- Wrote and debugged application code under the direction of a mentor
- Contributed to unit, integration, and system-level testing
- Technologies: C#, .NET Framework, Vue.js

System Analyst Intern

Oct 2021 – May 2022

- Converted to a full-time software engineer role after eight months

Foot Locker Inc.

Information Technology Core Retail Intern

Remote

May 2021 – Jul 2021

- Contributed to CI/CD, instrumentation, and monitoring on internal systems
- Built automation across retail site operations

PROJECTS

Orbital (2026) | orbital-seven-azure.vercel.app | github.com/andresbotia/Orbital

- Built a real-time visualization of activity across Earth and near-Earth space: live aircraft, ISS, earthquakes, storms, wildfires, volcanoes, and the satellite catalog
- Implemented instanced rendering at one draw call per category, SGP4 satellite propagation from CelesTrak TLEs run locally, and screen-space decluttering for dense traffic
- Technologies: React, TypeScript, Three.js, React Three Fiber, Zustand, TanStack Query

Yearly Tracker (2026) | iOS and Android

- Built an offline-first goal and habit tracking app with no account, no sync, and no analytics — all data stays on-device
- Published on the App Store and Google Play
- Technologies: React Native, Expo, TypeScript

Grand Slam Insights (2025)

- Built a baseball prediction dashboard that displays its own model calibration against book odds and backtests
- Technologies: React, Express, Supabase

SKILLS

Programming Languages: JavaScript, TypeScript, C#, RPG ILE IV

Frameworks & Libraries: React, React Native, Node.js, Vue.js, Three.js, .NET Framework

Platforms & Data: DB2, IBM i / AS400

Languages (Spoken): Fluent in English and Spanish

EDUCATION

Florida Atlantic University

Bachelor of Science in Computer Science

Boca Raton, FL

May 2022

ACTIVITIES

FAU Google Developer Student Club, Marketing Director

Feb 2020 – May 2022

FAU Aerospace Experimental Association, Microcontroller Member

Aug 2020 – May 2022