EMANUEL SENSO

SOFTWARE DEVELOPER & NETWORK COORDINATOR

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Website: senso-portfolio.onrender.com
Jumble Rumble: jumble-rumble.onrender.com

Developer who builds production systems end to end: event-driven services on Google Cloud, the WordPress code that feeds them, and the monitoring and security around them. Computer Science graduate with a Cybersecurity minor and CompTIA Network+.

SELECTED RESULTS

136,000+
customer profiles migrated from Sendy to Klaviyo, with a reversible backup

206 / 0
booth holders reached on the first automated run / bounces or spam complaints

$7–10/mo
website monitoring, against $40–67 for commercial tools

2 brands
marketing data in one validated pipeline into Klaviyo, Sendy and BigQuery

SYSTEMS BUILT AT KEGERREIS DIGITAL MARKETING

Software Developer & Network Coordinator · July 2026 – Present

Email marketing data pipeline
Node.js services on Cloud Run receive orders, carts, sign-ups and account events from WooCommerce and WordPress, verify each email once with ZeroBounce (cached in Firestore) and sync people to Klaviyo or Sendy, with every event copied to BigQuery.

Abandoned-cart recovery
A 3-email Klaviyo flow backed by per-show cart tracking in Firestore, so emails stop on their own once the customer buys or the show ends.

Automated outreach
Artist promotion emails on admission and 6 and 3 weeks before each show, plus weekday reminders to booth holders, spaced 30 seconds apart through Cloud Tasks to protect sending reputation.

Site reliability
Cloud Monitoring uptime checks, Puppeteer checkout robots and a Python alert emailer that re-checks before it alerts, with a daily 9 AM health report.

Delivery and security
GitHub Actions CI/CD with staging and production branches; HMAC-signed webhooks, Secret Manager and least-privilege keys; bot detection; PCI DSS scope review; Google Workspace administration.

Internal tools
Admin dashboards in PHP and JavaScript for booth revenue and line-up reminders, with summary metrics, filters and CSV export.

PROJECTS

Jumble Rumble · TypeScript, pnpm monorepo, Render
Mobile-first live multiplayer word game: QR-code joining with no login, solo or 2 to 8 teams, live leaderboard, 4 modes, 786 words and dynamic rebus puzzles. Authoritative server, rate limiting, SHA-256 hashed tokens and data deletion after 24 hours.

Buffs StatLine · React.js, Material UI
Milligan Men's Basketball schedules and stats from a live API.

Personal Portfolio · Node.js, Express, Handlebars, Render

EXPERIENCE

Software Developer & Network Coordinator, Kegerreis Digital Marketing
July 2026 – Present

CS/IS Lab Tech (Work Study), Milligan University, Johnson City, TN
August 2023 – May 2026
Tutored 30+ students in programming; maintained lab hardware and software.

EDUCATION

B.S. Computer Science, Minor in Cybersecurity
Milligan University · May 2026
GPA 3.88 · Dean's List
Computer Science Award (2025)
Full Academic Scholarship, The United Company Foundation

CERTIFICATIONS

CompTIA Network+ · 2026
Google Cloud Generative AI Leader · in progress

SKILLS

TypeScript, JavaScript, Node.js, Python, PHP, SQL · Google Cloud (Cloud Run, Firestore, BigQuery, Cloud Tasks, Scheduler, Pub/Sub, Secret Manager, Monitoring, Vertex AI) · WordPress, WooCommerce, Klaviyo, Sendy · React.js, Express · Git, GitHub Actions · Puppeteer, Playwright · Wireshark, SSH/SFTP