

# Ethan Moore

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## SUMMARY

Backend/platform-oriented software engineer with a B.S. in Computer Science from the University of Washington and paid production SaaS experience for creator-led businesses. Focused on Go, SvelteKit, PostgreSQL, Linux infrastructure, observability, authentication, deployment, and cloud/VPS operations.

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## EXPERIENCE

### Contract Software Engineer

Remote / Washington

*Freelance SaaS and Web Development*

*March 2026 – Present*

- Build and maintain production web applications for creator-led businesses, including a SvelteKit/PostgreSQL companion app for a creator client with 1M+ followers.
- Maintain ongoing monthly support retainer for hosting, monitoring, and incident response on the production applications.
- Deliver full-stack SaaS features across SvelteKit, TypeScript, Drizzle ORM, Stripe billing, and authentication.
- Own end-to-end deployment and operations including environment configuration, database migrations, reverse proxy and TLS setup, release management, and incident response.

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## PROJECTS

### ProcessWatch – Go, SvelteKit, PostgreSQL, Linux, Windows

2025 – Present

*processwatch.dev | github.com/ProcessWatch*

- Hosted SaaS monitoring product with self-installable agent, multi-host dashboard, and tiered subscriptions; agents report process and host health to a centralized backend.
- Multi-channel alerting via custom webhooks, Slack, Discord, and email with configurable restart policies, cooldowns, and recovery workflows.
- Public live status pages exposing per-host process and service state to unauthenticated viewers at the top membership tier.
- Deployed in production, monitoring client VPSes and personal home lab infrastructure with 100% uptime since initial release.
- Deployed on DigitalOcean with PostgreSQL, Caddy reverse proxy, and automated TLS.

### Patchline – Go, S3-compatible storage, HTTPS, Ed25519

2025 – Present

*patchline.dev | github.com/ethan-mdev/patchline*

- Built a Go CLI and library that publishes and applies signed static patches for games and desktop apps over HTTPS or S3-compatible storage, removing the need for a hosted update service.
- Designed a content-addressed storage layout (SHA-256 objects, versioned release manifests, mutable channel pointers) with pluggable local and S3-compatible backends behind a single storage interface.
- Implemented Ed25519 detached-payload manifest signing and client-side verification, with hash-checked atomic file replacement so partial or tampered updates can't corrupt an install.

### Central-Auth – Go, JWT, Argon2id, PostgreSQL/MySQL/SQLite

2025 – Present

*github.com/ethan-mdev/central-auth*

- Built a reusable Go authentication library with a transport-agnostic service layer and ready-to-mount HTTP handlers, backed by pluggable PostgreSQL, MySQL, and SQLite storage behind a single repository interface.
- Implemented RS256/HS256 JWTs with JWKS distribution for microservice validation, Argon2id password hashing, and hashed refresh-token rotation that revokes the entire token family on replay.

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## EDUCATION

### University of Washington

Tacoma, WA

*B.S. Computer Science and Systems*

*December 2025*

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## TECHNICAL SKILLS

**Languages:** Go, TypeScript, JavaScript, Python, SQL, Bash

**Cloud & Platform:** AWS, Terraform, Docker, Linux, systemd, Caddy, Nginx, GitHub Actions, CI/CD

**Observability:** Prometheus, Grafana, CloudWatch

**Backend:** PostgreSQL, SQLite, REST APIs, authentication (JWT, OAuth), Drizzle ORM, SvelteKit, Wails