

Elliot Lee

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Professional Summary

Software implementation consultant interested in product and visual design. Three years gathering business requirements and configuring enterprise software for government clients, alongside a local marketplace app spanning mobile, backend, payments, and compliance. Experienced using AI coding agents to move from specification to shipped product. B.S. in Computer Science and B.S. in Biology.

Education

B.S. Computer Science, Santa Clara University (2023)

B.S. Biology, Baylor University (2017)

Skills

C#, C++, SQL, TypeScript, Python, HTML/CSS, React Native, PostgreSQL, REST APIs and Webhooks, AI-Assisted Development (Claude Code), Product and UI/UX Design, Business Requirements Gathering, Software Configuration, Client Communication, Technical Troubleshooting

Work Experience

Pact Marketplace, Santa Fe, NM | <https://pact.market>

Founder

Apr 2026 - Present

- Designed and built a local marketplace app: product, UX, design system, React Native client, PostgreSQL backend (Supabase), and marketing site.
- Used AI coding agents (Claude Code) as the primary implementation tool.
- Integrated Trustap escrow so funds are held until both sides complete, covering checkout, payouts, refunds, cancellations, dispute resolution, and automated sales tax via Zamp.

FAST Enterprises, Santa Fe, NM

Software Implementation Consultant - Driver Services

Aug 2023 - Present

- Gather business requirements and translate them into software solutions.
- Configure client-specific functionality using FAST tool software and C#.

- Create and modify SQL queries.
- Maintain confidentiality and adhere to company policies and relevant laws when working with protected client information.

Paseo Pottery, Santa Fe, NM

Sculpture Teacher

Jan 2025 - March 2025

- Designed and taught a 6-week course focused on animal-themed ceramic sculpture, hand-building techniques, and integrating hand-built elements into thrown forms.
- Taught weekly sessions at the studio's maximum enrollment of 10 students.

SCU Imaginarium, Santa Clara, CA

VR Lab Technician

Jan 2022 - Jul 2023

- Introduced students to VR games/experiences and software (Blender, Adobe Photoshop, Illustrator, RealityCapture).
- Helped students troubleshoot issues with Blender and Unity.

Conscious Data Centers, Rancho Cordova, CA

Network Engineer Support

Apr 2019 - Aug 2021

- Resolved customer support tickets regarding technical issues with hardware and connectivity of servers.
- Maintained facility security.
- Performed hardware and facility maintenance with facility engineer oversight.