For Recruiters & Collaborators

Hello,

My name is Raidan (Rei Reltroner), a self-taught full stack developer, creative IP world-builder, and visionary founder of Reltroner Studio. This section is a gateway for recruiters and partners to explore the fusion of software engineering, narrative development, and futuristic world strategy.

I am the creator of Reltroner Studio - a self-branding and worldbuilding project built with full dedication, wild imagination, and commitment to real work.

This website is an expression of who I am, without the need to show my face. For me, true identity doesn't come from appearance, but from results, consistency, and the courage to take risks.

I'm not looking for a place to simply work.

I'm building a legacy.

And if you're reading this, we might create something impactful together.

I believe in:

- Meritocracy: I only want to work with people or teams who value real contribution and growth.
- Work Ethic: I learn, practice, and face errors daily to level up.
- Openness: I'm not anti-criticism. I'm anti-stagnation.

If you're a recruiter, collaborator, or company owner interested in working with someone who:

- Has deep dedication to their project
- Rejects comfort zones and illusions
- Prefers real output over empty words

...feel free to reach out through the contacts below:

Email: edward5raidan54@gmail.com

GitHub: https://github.com/Reltroner/reltroner-studio

Website: https://www.reltroner.com/

Bonus for Tech-Focused Recruiters

I also maintain a dedicated public repository to document real-world coding errors, insights, and

practical fixes I encounter during development. This is not copied tutorial content - it's based on

actual debugging experience with tools like Express.js, EJS, MongoDB, and Bootstrap.

GitHub Repo: https://github.com/Reltroner/error-documentation

Because I don't just build features - I understand what breaks them, why they break, and how to fix

them for good.

I may not appear on camera,

But I'm fully present in every line of code and trace of my work.