# JOSEF MACERA

Pittsburgh, Pennsylvania

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## Education

**Carnegie Mellon University** **Aug. 2023 – Present**
*Bachelor of Science, Electrical & Computer Engineering* *Pittsburgh, Pennsylvania*

## Experience

**Pipeline AI** **Jul. 2023 – Oct. 2023**
*Full Stack Developer* *Remote*
- Designed interactive and mobile user interfaces for an AI sales integration platform in Next.js, React, and Tailwind.
- Handled business and payment logic for users with Stripe and modified AI-based content generation to significantly improve load times

**Arafa Tech Foundation** **Feb. 2023 – Sept. 2023**
*Chief Technical Officer* *Remote*
- Led a team of 10 developers to deliver
- Spearheaded a mentorship program with 12 members to match aspiring developers with 3 experienced software engineers in the industry. Held weekly meetings to establish learning plans and track progress.
- Held weekly workshops and wrote blogs on various programming topics.

**Pacific Mist Music** **Aug. 2021 – Jul. 2023**
*Private Music Teacher* *Reno, Nevada*
- Taught piano and guitar at homes and schools to 9 elementary/middle school students.
- Developed lesson plans and coordinated with parents on performance opportunities. Raised money for local elementary schools through lessons.

**School Simplified** **May 2022 – Feb. 2023**
*Chief Information Officer* *Remote*
- Organized the IT department into three teams and conducted recruiting for four leadership positions; held regular meetings with team managers and developers.
- Coordinated with other corporate officers and executive directors in assisting with rebranding and company restructuring to optimize team efforts and resource allocation.

## Projects

**Spellsword** | *Nuxt, Tailwind, Nest.js, Prisma, PostgreSQL, Railway, Tauri* | spellsword.xyz **Apr. 2023**
- Developed a realtime competetive web-based game designed to encourage vocabulary aquisition in an entertaining way.
- Implemented WebSockets and JWT authentication-based REST APIs adhereing to OpenAPI standards.
- Created CI/CD workflows to automatically build native executables for all desktop platforms and Android on new releases with Tauri.
- Published to Steam and used Capacitor to build native Android/iOS executables. Won 1st place in Game Applications at Nevada FBLA.

**Oinkers** | *Vue, Capacitor, Heroku, JavaScript* **Nov. 2020**
- Created an interactive finance management app. for young adults and teenagers. Deployed on Google Play.
- Hosted multiple VMs on Google Cloud Platform to serve the backend API, written in TypeScript.

## Community Involvement

**ScottyLabs** **Aug. 2023 – Present**
*Member, Tech Commitee* *Carnegie Mellon University*

**Tartan Autonomous Underwater Vehicle Team** **Aug. 2023 – Present**
*Member, Electrical* *Carnegie Mellon University*

**Robotics Club** **Aug. 2022 – May 2023**
*Co-Founder* *Damonte Ranch High School*
- Designed, programmed, and built VEX robots following the engineering design process.
- Organized team supplies and created funding opportunities from local universities and state programs. Raised over $3000 for competition costs and building materials.
- Won 3 local competitions and competed in the VEX Robotics World Championship alongside the JROTC team.
- Travelled to local middle/elementary schools to recruit members and promote STEM engagement in school

## Technical Skills

**Languages**: Python, TypeScript, C++, HTML/CSS, SQL
**Technologies/Frameworks**: Linux, GitHub, Nuxt / Vue, React, TailwindCSS