

Skills

Languages: JavaScript ES-6, NodeJS, HTML5, CSS3, SCSS, Bash Shell, Excel, SQL, NoSQL, MATLAB, Python, C++

Frameworks / Libraries: React, Redux, Express, Node, Gatsby, NextJS, Ant-Design, LESS/SCSS, Loadash

Databases: SQL, PostgreSQL, Sequelize, MongoDB, SQLite3, Jest, GraphQL

Tools: Figma, Git, AWS S3, Heroku, Docker, Jira, Trello, Confluence, Bash, Google App Engine, Netlify, Digital Ocean, VSCode, Google Analytics,

Operating Systems: Linux, Windows (WSL), IOS

Projects

Gatsby-GraphQL-Blog

[Live Site](#) [GitHub](#)

JavaScript, React / Gatsby | GraphQL | SCSS | Lodash | Jamstack | Facebook Comments API | jQuery

A web development blog, featuring convenient web development tools and interactive content.

- Implemented several Gatsby page models and GraphQL schema to fetch markdown content and feed it into react components.
- Designed and integrated a set of convenient web-hosted [developer tools](#) and GUI interfaces.
- Added interactive content including comments, [video conferencing](#), [data-structure visualization](#), [games](#) and full text search.

Autonomously Triggered Guitar Effects Platform

[Live Site](#) [GitHub](#)

C++ | Python | MATLAB | PureData

Platform designed to analyze a time sequence of notes and autonomously trigger guitar effects at a predetermined point in the song.

- Successfully completed and delivered a platform to digitize a guitar signal and perform filtering before executing frequency & time domain analysis to track a current performance against pre-recorded performance.
- Implemented the Dynamic Time Warping algorithm in C++ and Python to autonomously activate or adjust guitar effect at multiple pre-designated sections of performance

Family Promise Service Tracker

[Live Site](#) [GitHub](#)

Express | React | ExpressJS | Figma | Okta

An app built to helps local communities coordinate their compassion to address the root causes of family homelessness.

- Collaborated on state management using Redux to handle application state and middleware using redux-promise & redux-thunk.
- Built two graphic visuals of the user hierarchy and the scope of their permissions.
- Created Figma UI mockups of possible future developments, i.e., displaying metrics data and map pinpoint functionality.

Experience

Product Development Engineer | Nov 2019 - Mar 2020

[Cembre](#), Edison, NJ

- Converted client's product needs into technical specs to be sent to the development team in Italy.
- Reorganized internal file server structure and conducted system integration and product demonstrations.
- Presided over internal and end user software trainings in addition to producing the corresponding documentation.
- Served as the primary point of contact for troubleshooting railroad hardware and software in North America

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Education

[Lambda School](#), Full Stack Web Development

May 2020 - Nov 2021

Six month immersive software development course with a focus on full stack web development. Over 2000 hours of work invested including class time, homework, and projects.