Joachim Cañete

Full-stack Software Engineer

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As a full-stack software engineer, I strive to curate applications and programs aimed towards engaging and educating our communities. My experiences in serving my community in educational environments have inspired me to communicate effectively in detail-oriented teams on dynamic programs, being cognizant of diversity and accessibility. My skills in rect, JavaScript, and Python allow me to implement full CRUD functionality made possible with RESTful frameworks for the deployment of full-stack web applications.

Skills

Languages | HTML, CSS, JavaScript, Python
Libraries and Frameworks | React, Node.js, Express.js, Django
Database | PostgreSQL, MongoDB, Mongoose
Other | RESTful Routing JSON

Projects

The Bite-Sized Book Of Itty Bitty Blessings | Full-Stack Application
React, JavaScript, Django, Python - February 2021
- A full-stack application that fetches user-provided information from its own back-end database rendered in the responsive front-end design
- Allows full CRUD functionality unique to users - prevents fellow users from performing actions outside of their generated content

Dungeons and Dragons Character Creator | Full-Stack Application
React, JavaScript, Express, MongoDB - January 2021
- A full-stack application that stores and fetches from its own API to render user generated information in a compact and intuitive interface
- Responsive and dynamic web-design built with a mobile-first approach

Pokémon Card Collection | React Application
CSS, React, JavaScript - January 2021
- A multi-component application that makes multiple API fetch calls to render a variety of decks from the historical release of the Pokémon Trading Card Game
- Through the API fetch calls, the program will render a selection of decks for the user to navigate between routing between set selection, deck display, and card view

A Game Named Simon | Web-Based Application
HTML, CSS, JavaScript - December 2020
- Single-page application that challenges a user's memory by generating random sequences
- Game logic will incrementally generate a sequence and compare it to user input. If the user's input does not match with the generated sequence, the game ends.

Professional Experience

School of Rock | Elmhurst, Illinois
Studio Coordinator - January 2019-December 2020
- Expedited all communications between clients, faculty, and management through emails, phone calls, and in-person inquiries increasing student population by 17%
- Oversaw and updated social media content on company website and social media platforms for consistent and dynamic web presence
- Processed and securely stored 300+ clients' sensitive information via company database while continuously updating and maintaining accuracy across company spreadsheets

Education

General Assembly | Remote
Software Engineering Immersive | November 2020-March 2021
Full-Stack software engineering immersive student in intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.