

Jorge Casique

Software Engineer

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I am a Software Engineer with 5 years experience in design, management, and working in a team environment both in person, and remote. I enjoy learning new technologies, and continue to push myself and my skills to new heights. I specialize in full-stack JavaScript (PostgreSQL, Express.js, React.js, Node.js) and RESTful APIs.

Skills

Languages | JavaScript, HTML, CSS, Python

Libraries and Frameworks | React, Node.js, Express.js

Database | PostgreSQL, Sequelize, ORM, MongoDB, Mongoose, ODM

Other | RESTful Routing, JSON, Git, GitHub, Bootstrap, VSCode, Postman, Socket.io, Heroku, Netlify

Projects

[Chat App](#) | Single Page App to explore Socket.io

Node.js, Express.js, React.js, Bootstrap, Socket.io

07/2021

- Chat App is a basic application created to explore how sockets can be utilized, and using the Socket.io package specifically to make this happen. Chat App allows users to pick a username upon entering, and start messaging with other users also connected in a real-time chat environment. No history is ever retained in Chat App, so users entering will only see the conversation after they joined the room.
- Connections to Chat App are handled via Socket.io, and users are assigned a color randomly using a random color generator that utilizes HSL colors to pick vibrant colors that will stand out from the dark background.

[Viberant](#) | Single Page App created with a team of Developers and UX/UI Designers

JavaScript, Node.js, Express.js, React.js, Mongoose, MongoDB, Axios, RESTful API, Bootstrap 4

06/2021

- Viberant is a collaboration project that started as a two day sprint to build a single page application designed by (3) UX/UI designers, and developed/deployed by (4) developers. Following the theme of "Summer Re-emergence", Viberant allows users to post events they would like to do in their area, and allows others to sign up and join in on the event. Viberant received praise by faculty for being the only app to launch on the web (using Heroku and Netlify) by the end of the two day sprint.
- As manager of the group's GitHub repository, I mentored and directed the development team by creating a daily task list and assisting developers when they were stuck on a problem.
- Built using the MVC pattern which consists of an Express backend, React front end, and a MongoDB database. Axios requests are done in the front end to hit API endpoints in the backend, and React Bootstrap is used to layout components. Passwords are hashed and stored in the backend, and certain functions of the website are authlocked so a user must sign in before performing certain actions.

[Spellbook](#) | Responsive web-app utilizing DND5e API

HTML, CSS, JavaScript, Node.js, Express.js, EJS, Sequelize, Axios, RESTful API, Bootstrap 4, PostgreSQL

06/2021

- Spellbook allows players of Dungeons & Dragons 5e to create custom spell books which can each have their own list of spells within them. This allows players to keep spell books for individual characters, or campaigns.
- Utilized RESTful API calls to the DND5e API to load all available spells.
- Leveraged Bootstrap framework to create a responsive layout for users.

Professional Experience

PRO-TECH Design & Mfg, Inc | Santa Fe Springs, California

Graphic Designer

11/2020 - 04/2021

- Designed labels with a high demand for attention to detail to meet FDA requirements for medical implants.
- Discovered, and corrected, flaws in customer documentation that saved the company 3,000-4,000 work hours.
- Defined and executed consistent practices for version control, and filing systems for the department.

Graffiti Shield, Inc | Anaheim, California

Solutions Manager

09/2018 - 06/2020

- Increased productivity of the recoloring process for the design department by 95% by creating custom Visual Basic scripts for Corel Draw.
- Solved ongoing issues with engraving materials by implementing new techniques that increased productivity by roughly 40%.
- Increased performance for on time arrival KPI by 3% with development and deployment of an Excel sheet that tracked materials needs, forecasting future needs, and tracking production schedule.
- Oversaw daily operations to improve communications and reduce roadblocks.
- Shaped growing design department, and hired/trained 3 people to fulfill key roles in the department.

Concept Design Productions | Irwindale, California

Lead Designer/Marketing Lead

10/2015 - 06/2018

- Headed four month project to modernize the company website, and overall online presence.
- Designed and rendered stage sets for large corporate meetings and trade shows with attendance ranging between 100-500 people.
- Identified and executed marketing strategies which increased visibility of newsletters, and website traffic by 10%.

Education

Software Engineering Immersive Program

General Assembly | Remote

05/2020 - 07/2021

Full-stack software engineering immersive student in an 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.

Bachelor of Arts Degree Media Arts & Design

Mt. Sierra College | Monrovia, California

05/2011 - 09/2015

Four year program focusing on video game development, and design, specializing in 3D modeling, texturing, and material design. Completed coursework in Programming Fundamentals I, and Programming Fundamentals II, as well as Web Design Fundamentals I.

Cum Laude graduate, Dean's List, President's List.