Eliezer Caraballo - Full Stack Developer

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Technical Skills -

- Front-End: JavaScript, Typescript, React, Vue, Next.js, Nuxt.js, Tailwind CSS, CSS3, HTML5
- Back-End: Node.js, Express, Laravel, PHP, Rust, Eloquent, MongoDB, MySQL, PostgreSQL

Engineering Projects -

Pace International | Full Stack Engineering

E-commerce store with user profiles, order history, favorites, search, and shipments (BigCommerce)

- Built using React/Next.js, Typescript, Algolia, Tailwind CSS, and Laravel
- Integrated database syncs between internal servers, BigCommerce, and site data
- Built out landing pages, user account pages, search, and product grids
- Designed and developed in collaboration with the graphic design and development team

TravlFi | Full Stack Engineering

E-commerce store with custom user management tools for accounts, devices, and subscriptions (Stripe)

- Built using Vue3, Typescript, Laravel, and Tailwind CSS
- Designed and built back-end integrations with multiple proprietary third-party APIs
- Built out an internal call center customer management tool for support agents
- Created multiple Rust executables to sync data between Stripe and internal databases

Timeless Entertainment Network | Front End Engineering

Size responsive informational landing page with an email capture form

- Built using Vue2 with Vue-router integration for future expansions
- Styled and animated using Tailwind CSS
- Deployed via Netlify using Netlify Serverless Functions to send emails using Golang
- Designed and developed in collaboration with a graphic designer

Past Experience -

Pace International | Full Stack Engineer

2020 - Present

- Design, develop, and maintain multiple e-commerce stores
- Built, manage, and maintain various APIs, services, web apps, and systems
- Built smooth user experiences using modern front-end frameworks (React/Next.js, Vue/Nuxt.js)
- Manage 3rd party integrations such as HubSpot, BigCommerce, Google Analytics, and Stripe

Music & Production Director | Cornerstone Church

2015 - 2020

- Directed and led multiple teams with upwards of 40 members
- Implemented change in communication software to provide more efficient team communication
- Established weekly and monthly team huddles for team building

Education -

Galvanize | Hack Reactor