

John Dercole

Full Stack Software Engineer

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I am a software engineer with a passion for design, music and interactive features.
I prioritize writing code that is precise, maintainable and easy for other engineers to use.
Providing customized solutions to ever changing problems is my favorite part of being an engineer.

Professional Experience

Software Engineering Scholar | *General Assembly*

April 2022 – July 2022

Remote

Completed a 500-hour full-stack Software Engineering program providing experience with the most contemporary front and back-end programming languages, tools, and methodologies

- Dragon Flight - A video game built with JavaScript and HTML canvas
 - HTML, CSS, JavaScript
- Forza Favorites - A full-stack application which allows a user to collect pictures of their favorite forza cars and comment on them
 - HTML, CSS, JavaScript, Express, Node.js
- Pic It Up - An Instagram clone built with a team of four engineers
 - HTML, CSS, JavaScript, Express, Node.js, React
- Pypong – A player vs AI pong clone built with Python
 - Python, Pygame

Professional Musician | *Freelancer*

October 2010 – January 2020

New York, NY

- Performed classical music concerts at venues including Gordon Hall and San Francisco Union Square Live Concert Series
- Performed for corporate events (e.g., Citigroup Annual Board Meeting) and weddings
- Taught private lessons for bass guitar and gave lectures and demonstrations at music workshops (e.g., NH Bass Fest)
- Recorded solo classical album for the bass guitar

Skills

- **Programming Languages:**
JavaScript, Python, SQL, CSS, HTML
- **Other Technologies:**
React, Node.js, Postman, Express, MongoDB, GIT, GitHub, Heroku, Pygame
- **Other Skills:**
Test Driven Development, Debugging, RESTful API's, Responsive Design, OOP, Flexbox

Education

Software Engineering Immersive Graduate

General Assembly

Professional Music

Berklee College of Music