

JOSEPH FELICIDARIO

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SUMMARY:

Full Stack Software Engineer with a strong background in developing and deploying scalable web applications. Proficient in modern front-end and back-end technologies, with a keen ability to adapt to new frameworks and languages. Experienced in collaborating with cross-functional teams and delivering high-quality solutions for complex technical challenges.

SKILLS:

ActiveRecord, Amazon Web Services (AWS), CSS, Drei, Express.js, HTML, JavaScript, Mongoose, MongoDB, Next.js, Node.js, PostgreSQL, Rails, React, React Three Fiber, Redux, Ruby, Sass, SQL, TailwindCSS, Three.js, Valtio, Vercel

EXPERIENCE:

Sock Club: **Full Stack Software Engineer** | Austin, TX | February 2022 - February 2023

Technologies: **JavaScript, Node.js, Next.js, React, React Three Fiber, Ruby on Rails, TailwindCSS, Three.js, Vercel**

- Spearheaded the development of an innovative DIY design tool, resulting in a 300% increase in revenue and a 500% surge in user engagement.
- Pioneered an internal API for generating 3D-rendered screenshots of user designs, streamlining workflows.
- Partnered with design teams to create internal tools and optimize user experience.
- Revamped website for seamless mobile compatibility.

PROJECTS:

RedPlayButton (Video-sharing Platform)

Technologies: **AWS, ActiveRecord, Heroku, JavaScript, PostgreSQL, React, Redux, Ruby on Rails**

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- Developed a robust CRUD system using ActiveRecord and PostgreSQL.
- Implemented customized React-Router components to ensure user-friendly navigation.
- Leveraged Sass to recreate a visually appealing and pixel-perfect video-sharing platform.
- Integrated AWS for seamless video uploading and playback.

anyWajers? (Gaming Community Platform)

Technologies: **Express.js, MongoDB, Node.js, React, Sass, WebSocket**

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- Collaborated in a 4-person team using GitHub branching to develop features within a 4-day timeline.
- Led front-end development, creating an intuitive and visually appealing interface using Sass.
- Incorporated Socket.io to facilitate real-time server-client communication and create unique chat rooms.
- Utilized Express.js and MongoDB to manage and update database information efficiently.

Slime Guy (Action Platformer Game)

Technologies: **CSS, HTML, JavaScript**

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- Employed JavaScript ES6 and Object-Oriented Programming for accurate player and enemy hit detection.
- Engineered the game engine with positional mutations of HTML elements, enabling CSS-based stylization.
- Crafted a versatile framework that modifies difficulty settings in response to screen sizes, providing an engaging experience across devices.

EDUCATION:

App Academy | **Full-Stack Software Development Immersive Course** | August 2021

Lone Star College | **Certificate of Computer Programming** | August 2020