JOSEPH FELICIDARIO

josephflec@gmail.com   Austin, TX   (832)-257-2092   Portfolio   LinkedIn   GitHub

SKILLS

- Proficient in JavaScript, React, HTML, CSS, Sass, and TailwindCSS
- Knowledgeable in Ruby, Rails, Redux, ActiveRecord, Mongoose, MongoDB, SQL, and PostgreSQL
- Strong understanding of React Three Fiber, Drei, Valtio, and Three.js
- Experience with Next.JS, Vercel, Node.js, and Express.js

EXPERIENCE

Full Stack Software Engineer
Sock Club   Feb 2022 - Present
- DIY Tool (Three.js, React)
  - Led the development of a DIY design tool resulting in a 300% increase in revenue.
  - Boosted production of custom sock designs by 500% per week.
- Realistic Image Generation (Node.js, Express.js, Three.js, Cloudinary, Puppeteer)
  - Developed an internal API that generates 3D-rendered screenshots of a user's design.
- Worked with designers to develop internal tools and improve user experience.
- Redesigned website for mobile compatibility.

PROJECTS

RedPlayButton (JavaScript, React, Redux, Ruby on Rails, ActiveRecord, PostgreSQL, AWS, Heroku)
Live | GitHub
A clone of the popular video-sharing site, YouTube.
- Implemented CRUD functionality through custom database management system operations using ActiveRecord and PostgreSQL.
- Deployed customized React-Router components, allowing seamless and intuitive navigation.
- Designed and polished all assets via SCSS leading to a pixel-perfect recreation of the original site.
- Incorporated AWS, allowing for an efficient video upload and playback experience.

any Wajers? (MongoDB, Express, React, Node, WebSocket, SCSS)
Live | GitHub
A social media website where gamers can find other gamers to play together.
- Collaborated in a 4-person team, utilizing GitHub branching to build out individual features within a 4-day timeline.
- Led front-end development, creating a sleek, modern, and user-friendly interface using SCSS.
- Integrated Socket.io to allow communication between server and client to create unique chat rooms for users.
- Utilized Express and MongoDB to maintain and update information in the database.

Slime Guy (JavaScript, HTML, CSS)
Live | GitHub
A game that requires the user to jump from platform to platform, while also shooting enemies.
- Leveraged JavaScript ES6 and Object-Oriented Programming for player and enemy hit detection.
- Built the game engine on the positional mutations of HTML elements allowing stylization to be done via CSS3.

EDUCATION

App Academy - *Immersive full-stack software development course entailed 1000+ hours of coding.*   Fall 2021
Lone Star College - Certificate of Computer Programming - *Magnum Cum Laude*   Summer 2020