

JOSEPH FELICIDARIO

Austin, TX | (832) 257-2092 | josephflec@gmail.com | [Portfolio](#) | [Github](#) | [LinkedIn](#)

Innovative 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.

LANGUAGES & 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

- 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)

[Live](#) | [GitHub](#)

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

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

anyWajers? (Gaming Community Platform)

[Live](#) | [GitHub](#)

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

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

Slime Guy (Action Platformer Game)

Technologies: **JavaScript, HTML, CSS**

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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 CSS3-based stylization.

EDUCATION:

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

Lone Star College | **Certificate of Computer Programming**, Magnum Cum Laude | Summer 2020