JOSEPH FELICIDARIO

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SUMMARY:

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
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)
Live | GitHub
Technologies: **AWS**, **ActiveRecord**, **Heroku**, **JavaScript**, **PostgreSQL**, **React**, **Redux, Ruby on Rails**
- 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: **Express.js**, **MongoDB**, **Node.js**, **React**, **SCSS**, **WebSocket**
- 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.
- Incorporated 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: **CSS**, **HTML**, **JavaScript**
Live | GitHub
- 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.
- Crafted a versatile framework that seamlessly 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