Joannes Figueroa

Full Stack Software Engineer

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TECHNICAL SKILLS

Languages: JavaScript(ES6), TypeScript, Python, SQL, HTML, CSS, Spanish

Libraries & Frameworks: React, Next.js, jQuery, Node.js, Express.js, Flask, Jest, Unittest, React Testing Library, BootStrap, Tailwind

Databases & ORMS: PostgreSQL, SQLAlchemy, AWS (s3), SupaBase

WORK EXPERIENCE

Contract Software Engineer @ Pantry   AUG 2022 - Current // Emeryville, Ca

- Developing inventory application with React TypeScript, Next.js, Postgres database, and Supabase's backend services.
- Leveraging Tailwind framework and React components to create polished UI features and intuitive UX functionality.
- Created Postgres database with Supabase to streamline maintainability and maintenance of databases and authentication.
- Applied "loosely coupled architecture" system design pattern with React to ensure modularity, scalability, and, maintainability.

Software Engineer Intern @ Numbers API   MAY 2022 - JUN 2022 // San Francisco, Ca

- Implemented a Model View Controller (MVC) design pattern after boosting legibility by documenting legacy codebase.
- Refactored Node.js backend codebase to Python & Flask while DRYing codebase and enacted RESTful endpoints.
- Implemented "Trivia" table using SQLAlchemy models and RESTful "Trivia" route. Wrote corresponding unit/integration tests with Jest assuring functionality.
- Enhanced integration of dynamic webpage content by modernizing markdown to semantic HTML conversion script.
- Engineered a responsive mobile version with React Native and Ionic. Renders JSON from all original endpoints. **GitHub**

Manager @ Club Mallard   DEC 2015 - JUL 2021 // *Albany, Ca*

- Executed daily operations, performed HR duties, managed over $50,000 in inventory, and scheduled and directed a staff of 20+.
- Conducted marketing through social media, promotional materials, and organized special events. Collaborated with vendors to create new marketing strategies and curated seasonal bar programs.
- Hired, trained, and supervised a staff of 20+ to coordinate in a high-volume, high-intensity environment.

EDUCATION

Rithm School - Full Stack Web Development   MAR 2022 - JUN 2022 // *San Francisco, Ca*
Lake Tahoe Community College - Philosophy   AUG 2008 - MAY 2010 // *Lake Tahoe, Ca*

PROJECT EXPERIENCE

ShareBnB - AirBnB Clone - React | JavaScript | Flask | SQLAlchemy | Python | AWS | Vercel | Heroku   **GitHub - Demo**

- Engineered AirBnB clone, featuring user signup, authorization, and authentication with JWT and image upload via AWS(s3).
- Designed React single-page application with protected routes which allows authorized users to create new listings.
- Implemented authorization and authentication using JSON Web Tokens and encrypted passwords using the BCrypt library.
- Developed RESTful routes with Flask and leveraged SQLAlchemy to create, update, and query the relational database.

Jobly - Job Board - React | JavaScript | Express | SQL | Heroku   **GitHub - Demo**

- Created a job board application featuring React integrated with Express RESTful API to allow dynamic rendering of job listings.
- Incorporated protected routes with JSON Web Tokens and encrypted passwords using BCrypt library for all routes.
- Managed RESTful API and created routes with Express, corresponding relational database is queried using SQL.

Warbler - Twitter Clone - Python | Flask | Jinja | SQLAlchemy | PostgreSQL | Heroku   **GitHub - Demo**

- Built a Twitter clone that utilizes a RESTful API to allow users to add, delete, like, unlike messages, and send direct messages.
- Achieved client-side and server-side authorization/authentication with Flask session, local storage, and Flask global variables.
- Maintained functionality through unit and integration testing using Python Unittest.

Memory Game - Card Game - React | TypeScript | Axios |Vercel   **GitHub - Demo**

- Developed a card-matching game app that asynchronously generates random pairs of cards.
- Designed interactive UI with React Typescript which visually "flips" cards, matches identical cards, and executes win condition.