

Joey Faris

Santa Monica, CA | 949-945-8025 | joeyfaris12@gmail.com | [LinkedIn](#) | [Website](#)

SOFTWARE ENGINEER

Experienced software engineer with over one year of hands-on development experience, proficient in a range of programming languages and technologies. Continuously seeking to expand technical knowledge and skills to improve as a software engineer. I am committed to personal and team growth, possess a strong work ethic, quick learning ability, and a coachable attitude.

EDUCATION

California Polytechnic State University, San Luis Obispo
Bachelor's of Arts Degree in Communications

San Luis Obispo, CA
September 2015 - June 2019

Flatiron School

Full Stack Web Development, Ruby on Rails and JavaScript program

Online
June 2022 - September 2022

TECHNICAL SKILLS

Javascript, React, Redux, HTML, CSS, Tailwind, Material UI, Node, Ruby on Rails, SQL, PostgreSQL, MongoDB, REST APIs, Unit Testing, Docker, Git, Github, BitBucket, AWS (EC2, S3, Lambda), pgAdmin, JIRA, VSCode

EXPERIENCE

Pycube, Inc.

Software Developer

Remote
November 2022 - Present

MonteFiore Medical Center

June 2023 - Present

- Implemented an invoice validation service using a five-step processing workflow using React hooks and Redux Toolkit.
- Collaborated closely with graphic designers to translate their Figma designs into interactive and visually appealing front-end implementations.
- Designed and implemented API endpoints using Express.js, applying the MVC design pattern for structured layer-wise functionality.
- Integrated SharePoint APIs with OAuth for online excel correction.
- Deployed and managed applications on AWS, utilizing services such as EC2, S3, and Lambda for scalable and reliable cloud infrastructure.
- Collaborated with the DevOps team to design and configure the CI/CD pipeline, streamlining the development process.
- Participated in a Scrum team and Agile Practices including: Test-Driven Development (TDD), Behavior-Driven Development (BDD) and pair programming.

Baylor Scott & White Health

November 2022 - June 2023

- Implemented metrics (Asset Usage, Asset Cycles, Asset Path, Asset Inventory) using MongoDB aggregation pipeline and Express.js for API development.
- Successfully implemented dashboard components using React hooks for effective data visualization and user interaction.
- Optimized JavaScript code for faster load times and smoother user experiences, employing techniques such as lazy loading, code splitting, and minimizing network requests.
- Utilized JIRA for project management, task tracking, and issue resolution, resulting in streamlined workflows and enhanced productivity within our team.
- Used Docker to define and create applications by encapsulating them in containers.
- Presented weekly progress reports and demos to managers and C-level personnel, providing updates on development progress and collaborating with them to craft future roadmap and address any feedback they had about the product.

TECHNICAL PROJECTS

Sudoku (Flatiron School) - [Github](#) | [Live](#) (June 2022)

Fully playable single stage sudoku game. Functionality created with Javascript. Designed with CSS.

- Fetched third party API, a string of 81 characters to display the boards 9x9 configuration.
- Created functionality of drag and drop, checked for duplicates, and cross referenced user board with API.
- Animations made with a mix of CSS and Javascript.