Joey Faris

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SOFTWARE ENGINEER

Experienced software engineer with over one year of hands-on development experience, proficient in a range of programming languages and technologies. Throughout my career, I've successfully executed numerous projects, overseeing the entire software engineering life cycle from inception through deployment. I'm continuously seeking to expand technical knowledge and skills to improve as a software engineer. Committed to personal and team growth, I possess a strong work ethic, quick learning ability, and a coachable attitude.

TECHNICAL SKILLS

Front End: Javascript, React, Redux, HTML, CSS, Tailwind CSS, Material UI
Back End / Databases: Node, Ruby on Rails, SQL, PostgreSQL, Active Record, MongoDB, RESTful API's, Unit Testing
Other: Docker, Git, Github, BitBucket, AWS, pgAdmin, JIRA, VS Code

EXPERIENCE

Pycube, Inc.   Remote
Software Developer   November '22 - Present
- Designed and developed large scale software applications to track and manage thousands of assets for hospitals across the country while following the SDLC to ensure timely and efficient delivery of our product.
- Utilized BitBucket as our version control system and JIRA to track and manage source code and facilitate team collaboration.
- Facilitated weekly product demos to managers and C-level personnel, providing updates on development progress and answering any questions or concerns they had about the product.
- Daily usage of Javascript, React, Node, Docker, Insomnia, pgAdmin 4, BitBucket, Git, PostgreSQL.

Flatiron School   Irvine, CA
Software Engineering Student   2022
- Completed a comprehensive full-stack software engineering program at Flatiron School, gaining expertise in front-end and back-end development, as well as software engineering principles and practices.
- Developed proficiency in programming languages such as JavaScript, Ruby, and SQL, as well as frameworks and libraries including React, Ruby on Rails, and Sinatra.
- Created and deployed multiple full-stack web applications using modern web development tools and techniques, incorporating user authentication, database integration, and other essential features, and deployed those applications to Heroku and Netlify.
- Demonstrated expertise in software engineering fundamentals, including data structures, algorithms, and computer science theory.

TECHNICAL PROJECTS

Suite Management - Github | Demo (2022)
Tenant and landlord management platform developed with JavaScript, React, and Ruby on Rails.
- Real world software application that solves rent processing, lease storage, and maintenance postings for tenants.
- Used Rails to manage user login and authentication, and used sessions data to track users once logged in.
- Built a local API with Active Record with associated tables and relational databases.
- CRUD functionality built with Javascript, React, and React Router implemented for page navigation.
- Structured the layout of the pages and other components using TailwindCSS.

Sudoku - Github | Live (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.
- Imported images from separate files and displayed based on "Main Menu," "Game In Session," "Game Won."
- Animations made with a mix of CSS and Javascript.

EDUCATION

Flatiron School   Online
Full Stack Web Development, Ruby on Rails and JavaScript program   June '22 - September '22

California Polytechnic State University, San Luis Obispo   San Luis Obispo, CA
Bachelor's Degree   September '15 - June '19