

# John Arocha

Software Developer

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I'm a seasoned software engineer adept at solving complex problems, specializing as a Full Stack Engineer with extensive experience in various Front-End frameworks and tech stacks. My background also includes building back-ends with Java Springboot from scratch and prior work as a 3D Artist focused on creating ads and engineering/designing products. This dual experience has given me valuable insights into user interactions with technology, both physically and psychologically. I leverage my artistic background in software development to create intuitive and impactful software solutions.

## SKILLS

**Libraries and Frameworks** - Java Spring Boot, React, Node.js, Three.js, React Native, Expo, Express.js, Django, JQuery, Materialize

**Languages** - TypeScript, Java, JavaScript/ES6, Python, PHP, Html, CSS, SQL, JSON, EJS, DTL, JSX, GLSL

**Database** - Postgres, MongoDB, MySQL, SQL

**Other** - Docker, Kubernetes, Linux, Windows, Mac, Agile, Restful API, DevOps, Teamwork, JSON, API, Git, MERN stack, OnShape(AutoCAD Alt)

## PROFESSIONAL EXPERIENCE

### Software Engineer, Fiserv / Clover | August 2024- Present

- Built and optimized front-end applications using React and TypeScript, delivering type-safe, high-performance user interfaces and supporting efficient bi-weekly production deployments.
- Implement new features and resolve production bugs reported from live environments, while collaborating on testing to identify and mitigate issues in upcoming releases.
- Built and maintained microservices using Java and Spring Boot (versions 2 and 3), integrating with PostgreSQL and SQL databases for robust data management.
- Handled sensitive data with strict confidentiality protocols, working across Mac and Linux (Arch) environments to ensure secure and compliant operations.

### Software Engineer / 3D Generalist / Owner, LimeLight Renders [3D Portfolio](#) | Remote January 2021- August 2024

- Designed and developed full-stack websites from scratch, including front-end and back-end architectures, leveraging diverse frameworks, programming languages, and tech stacks to deliver scalable, high-performance applications.
- Created comprehensive Entity-Relationship Diagrams (ERDs) for database schema planning, integrating PostgreSQL and SQL to ensure efficient data modeling and scalability.
- Proficiency in creating detailed and accurate 3D models using software such as Marmoset, Adobe Products, and Blender.

### Software Engineer, AI Model Trainer, Outlier | Contract March 2024- August 2024

- Engage in a wide range of projects, from optimizing JavaScript and Python code and teaching it different frameworks like React, React Native and Node.js, to writing testable, scalable code in Javascript, C++, C# and Python.
- I train the LLM to understand and write clean and effective code, enhancing its capabilities as a well-rounded GPT model.
- Evaluate AI-generated code for clarity and quality, offering detailed human-readable summaries and ensuring efficiency through rigorous test case development.

### Volunteer Software Engineer, Code the Dream | Remote March 2024- August 2024

- Provides hands-on guidance and support in programming languages such as JavaScript, Python, and C languages, as well as frameworks and runtime environments such as Node.js, React, React Native and Express.js and best practices.
- Facilitated learning experiences for aspiring software engineers through mentorship, workshops, and 1 on 1 instruction.

## SOFTWARE DEVELOPMENT PROJECTS

### Portfolio | Three.js/React/React Three Fiber/Vite/EJS/Node.js [Link](#)

- Employed R3F, Drei, and @react-three/postprocessing for a 3D retro room experience. I made all the models and textures for the interactive elements like the vintage desktop, CRT monitor, and functional retro terminal.
- Integrated handmade mouse-controlled camera controls for exploration, enhancing user engagement in the virtual environment..
- Demonstrated proficiency in React to create a cohesive 3D environment and interactive terminal, fit with commands.
- Showcased expertise in combining React libraries to craft innovative and engaging web experiences.

## **EDUCATION**

**General Assembly**, Software Engineering Immersive - Full-stack software engineering immersive student in an intensive, 12-week, 500+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, computer science, dom manipulation, data modeling, responsive engineering, debugging, basic aws, testing, technical documentation, and team collaboration strategies. Developed a portfolio of individual and group projects.