

# Ryan Morici

## Fullstack Developer

Albany, NY • morici23@gmail.com • linkedin.com/in/ryanmorici • github.com/RyanSUP • ryanmorici.com

---

### SKILLS

**Programming Languages** | JavaScript, HTML, CSS, JSX, Python

**Libraries and Frameworks** | React, Express, Mongoose, Flask, Tailwind

**Databases** MongoDB (nosql), Postgres (sql)

**Other** | Node, REST architecture, Google oauth, Git, GitHub, Heroku,

---

### PROJECTS

**Games, Groups and Gatherings** | Full stack decoupled MERN web application

React, HTML, CSS, JavaScript, MongoDB, Mongoose, ExpressJS, Node, Git, JSON Web Tokens, Heroku (03/2022)

- ❖ Lead a collaborative project to deliver an application within one week by following Agile principles and Scrum framework.
- ❖ Created wireframes, React component data models, and an entity relationship diagram (ERD) based on user stories.
- ❖ Implemented a third-party API and developed a data caching system to limit API requests and improve performance.
- ❖ Organized daily stand ups and sprints, which kept the team on track, informed, and reduced Github merge conflicts.
- ❖ Managed the project github repo, worked with team members to troubleshoot and fix bugs before merging.

**Riffin'** | Full stack MEN web application

HTML, CSS, JavaScript, MongoDB, Mongoose, ExpressJS, Node, Git, Heroku, Google oauth (03/2022)

- ❖ Designed and built a text editor with features specifically for writing tablature, resulting in an intuitive user experience.
- ❖ Securely retrieved user data from a MongoDB cluster using REST API, Google oauth and custom back-end middleware.
- ❖ Leveraged design skills, attention to detail and core features to strike a balance between a clean and functional website.
- ❖ Rendered all tablature from a single EJS partial with flexible sizing options, laying the groundwork to scale for future goals and providing a consistent style throughout the site.

**Dr. Mario 2323** | Web application showcasing DOM manipulation

JavaScript, CSS, HTML. Deployed with Surge. (02/2022)

- ❖ Developed small, testable, reusable pieces of code by following functional programming principles and Model-View-Controller (MVC) design patterns, resulting in a digestible codebase and easier debugging.
- ❖ All game pieces are rendered using CSS border properties, reducing the amount of art assets needed and development time.
- ❖ Learned and utilized regular expressions (Regex) to check a two-dimensional string array for four or more repeated characters - a compact solution to a complex problem.

---

### PROFESSIONAL EXPERIENCE

**Junior Technician** | Sticker Mule | Amsterdam, NY (08/2018)-(10/2021)

- ❖ Migrated machine repair data from paper spreadsheets to an online database, discovering a recurring issue and reducing nearly 90% of occurrences by implementing preventive maintenance measures.
- ❖ Wrote an automation script in Python using the PyAutoGUI module to handle time-consuming software adjustments on large-format printers, resulting in an overall decrease in machine downtime.

---

### EDUCATION

**Software Engineering Immersive 420+ Hours** | General Assembly | Remote (04/2022)

- ❖ Coordinated with the Instructor team to organize and lead a Tailwind workshop with over a dozen students, covering installation, exploring the documentation, and styling a notification component.

**Bachelor of Arts - English** | University at Buffalo | Buffalo, NY (08/2018)

**Associate of Science - Computer Science** | Fulton-Montgomery Community College | Johnstown, NY (12/2016)