Ryan Morici

Full Stack Software Engineer

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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,

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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.

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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.

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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)