

# TONY SOTELO

## Full Stack Software Developer

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### PROFESSIONAL SUMMARY

Full Stack Software Developer who delivers end-to-end solutions that drive business and operational efficiency. Skilled in designing and implementing RESTful APIs, developing responsive React frontends, and optimizing MySQL databases for performance and scalability. Adept at transforming complex technical requirements into seamless user experiences and maintainable codebases. Passionate about clean architecture, agile collaboration, and leveraging modern frameworks to create reliable, production-ready applications that align with company goals and improve user satisfaction.

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### EDUCATION

**Coding Temple** - Certificate, Full Stack Software Developer (Specialization in Backend Development)

**The Los Angeles Film School** - B.S. Animation (Concentration in Visual Effects)

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### SKILLS

**Languages:** JavaScript, HTML5, CSS3, Python

**Frameworks/Libraries:** React, Flask

**Databases:** MySQL

**Tools/DevOps:** GitHub, Postman, RESTful APIs

**Other:** Motion Graphics, Video Editing

**Certifications:** Coding Temple - Full Stack Software Developer

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### PROJECTS

**E-Commerce Management System** (React, Flask, MySQL, REST APIs)

- Engineered a full-stack web application enabling users to manage accounts, browse inventory, and process orders with secure backend integration.
- Developed Flask RESTful APIs supporting full CRUD operations, ensuring efficient data flow between the frontend and MySQL database.
- Built responsive React components with state management and routing, reducing navigation friction and improving user experience.
- Optimized database queries and API response times, cutting page load speeds by 20% and enhancing system scalability.
- Implemented modular architecture for maintainable, production-ready code across client and server layers.

**Dynamic Form Builder** (React, Flask, MySQL)

- Designed and deployed an interactive form builder tool that allows administrators to create, customize, and deploy forms dynamically.
- Developed API endpoints for form schema storage, retrieval, and validation, enhancing flexibility across multiple use cases.
- Utilized React hooks for real-time state management and built a responsive UI to simplify workflows for nontechnical users.
- Applied component-based design principles and optimized re-render logic to improve front-end performance.
- Integrated Flask with MySQL to ensure data persistence, schema versioning, and reliable backend scalability.

## EXPERIENCE

### Software Developer - Coding Temple | Remote

Oct 2024 - May 2025

- Developed RESTful APIs with Flask and MySQL, enabling full CRUD functionality and seamless data flow between frontend and backend systems.
- Built responsive React interfaces with dynamic forms, routing, and state management, improving user experience and reducing navigation time.
- Collaborated in an agile, cross-functional environment to debug, test, and optimize features, cutting bug resolution time by 30%.
- Integrated AI/ML techniques using Pandas and NumPy in personal projects to automate data analysis and enhance predictive insights.
- Led group projects by coordinating tasks, clarifying blockers, and ensuring smooth communication for on-time delivery.

### Motion Graphics / Video Editor - Paleovalley | Remote

Mar 2023 - Apr 2025

- Produced high-performance video ads optimized for social algorithms, demonstrating a data-driven approach to creative development similar to performance testing in web apps.
- Partnered with marketing teams to design user-focused visual experiences, mirroring principles of front-end UI/UX design.
- Streamlined post-production workflows using templates, scripting, and automation tools, comparable to optimizing code for scalability and maintainability.
- Collaborated with remote teams under tight deadlines, applying agile communication and version control practices to meet rapid turnaround goals.
- Applied iterative improvement processes through A/B testing and analytics, aligning with agile development and user feedback loops.

### Motion Graphics / Video Editor - Los Angeles Distribution & Broadcasting | Los Angeles, CA

Jun 2021 - Mar 2023

- Designed and animated dynamic visual systems for commercials and digital platforms, reinforcing a strong sense of user experience and interface design.
- Managed multiple complex projects simultaneously, showcasing time management and multi-threaded workflow handling akin to managing concurrent processes in software projects.
- Tracked, modeled, and composited CG elements requiring logical sequencing and algorithmic problem-solving, reflecting the same mindset used in debugging and software architecture.
- Delivered projects up to 10% ahead of schedule by optimizing workflows—similar to refactoring code and improving process efficiency in development pipelines.
- Maintained brand consistency across multiple campaigns, paralleling codebase consistency and design system implementation in full-stack projects.

### Master Control Operator - LATV Network| Culver City, CA

Mar 2014 - Jun 2021

- Monitored and verified on-air broadcast accuracy to ensure compliance with FCC regulations, demonstrating strong attention to detail and data validation practices.
- Troubleshoot software and hardware systems in real time to resolve operational issues, reflecting technical agility and analytical problem-solving.
- Performed quality control (QC) and video asset editing in Adobe Premiere, maintaining performance standards comparable to testing and debugging workflows in software environments.
- Coordinated with engineering and production teams to ensure smooth content delivery, applying cross-department communication and process optimization similar to agile team collaboration.