

# James Connor Volpe

Software Engineer

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<https://jcvolpe.me/>

## EXPERIENCE

### Amazon Web Services, Seattle, WA — *Front End Engineer*

July 2021 - Jan 2023

- Lead implementation and launch of new React user experiences on the AWS Identity and Access Management Console, impacting thousands of customers. Monitored and quickly remediated incoming customer issues.
- Participated in on-call rotation every month for the IAM console, resolving customer and operational issues and presenting the weekly status to the broader Identity team.
- Wrote extensive unit and integration tests with React Testing Library, Enzyme, and Cypress
- Was not affected by layoffs and left this position at will to relocate closer to family in Chicago, IL.

### Workiva, Ames, IA — *Software Engineer Intern*

May 2020 - August 2020

- Front-end development on Dart + React based web application, Wdesk.
- Developed an improved modal to manage XBRL profiles in Wdesk.
- Worked with Agile development methodologies. Participated in code review and wrote unit and functional tests.

### NPR, Washington, D.C. — *Web Software Developer Intern*

May 2019 - August 2019

- Utilized a full stack (MongoDB, Express.js, Angular, Node.js) to develop an Audio Engineering discrepancy logger web application. I was the sole developer on this project.
- Used Docker to containerize the application for CI/CD.
- Gained experience with project management tools such as Jira.

### Upwork — *Freelance Full-stack Web Developer*

Jan 2023 - Present

- Utilized React, Node.js, Express, and MongoDB (MERN stack) to build custom web application to specification by customer
- Integrate codebase with AWS Amplify to make applications widely available to users

## EDUCATION

### Iowa State University, Ames, Iowa — *Software Engineering, B.S.*

August 2017 - May 2021

· 3.01 GPA

## SKILLS

### Languages/Frameworks:

Typescript, Javascript, React, Angular, NextJS, TailwindCSS, Java, Python, C#, Cypress, React Testing Library, Jest, Phaser, Springboot.

**Database:** MySQL, MongoDB, GraphQL

**Tools:** Shell, Git, ElasticSearch, Jira, AWS, VSCode, XCode, Android Developer Studio, Adobe Suite

## PASSION PROJECTS

(See <https://jcvolpe.me/projects>)

### Stick Siege - *Game design and development*

Oct 2024 - Present

A multiplayer stick figure game built with Typescript and Phaser. Lead developer and artist.

## AWARDS

### WSC Logo Design

May 2017 - Present

Won 1st place prize of \$1,000 for a logo design competition hosted by the Wheaton Sport Center in Wheaton, IL.

### Technical Education Senior Award

May 2021

“Awarded to students who exhibited outstanding work and dedication in the area of Technical Education.”