

Stasys Meclazcke

Full Stack Software
Engineer

Contact

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LinkedIn

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Skills

HTML5

CSS3

JavaScript

React.js

React-Native

Swift

Node.js

REST APIs

TypeScript

Ruby on Rails

Innovative Software Engineer with expertise in Front-End and Back-End development. Offering 5+ years of experience in full software development lifecycle. Quickly learn and master new technologies and working in both team and self-directed settings.

Work History

2020-08 -

2020-12

Software Engineering Immersive Program

General Assembly, Austin, TX

- Full-stack software engineering immersive student in intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.
- Worked in Agile-driven environment to effectively maintain project timelines and utilize available resources.
- Collaborated with small teams as lead developer to develop web applications managed on Github using Git.

2015-03 -

2020-09

Full Stack Software Engineer

Freelancer, Austin, TX

- Discussed project progress with customers, collected feedback on different stages and directly addressed concerns.
- Orchestrated efficient software deployments, including testing features and correcting code for 40+ websites and mobile iOS applications.
- Built databases and table structures following MEAN/MERN architecture methodology for web applications.

Education

2020-08 -

2020-12

Software Engineering Immersive

General Assembly - Remote

Projects

Objective-C



Express.js



MongoDB



Communication



Problem-Solving



Creativity



Meusic

- Developing an iOS and macOS application for sharing music with others; utilizing new Apple technologies to send song data between devices using 1/10th the bandwidth and storage.
- Front-End: Swift, SwiftUI, and React Native.
- Back-End: MusicKit, iCloud, and "Sign in With Apple".

3D Music Art Gallery

- A React.js and Three.js web application for searching musical artists and displaying a virtual 3D art gallery with playable music previews.
- Pulls Back-End data from iTunes API.
- Developed in a fast pace environment after recently being educated on Three.js documentation.

Accomplishments

- **2015 WWDC Scholarship Recipient**, Apple
- **Best Application**, CodeDay Boulder (Hackathon)
- **Software Engineering Virtual Experience Program**, JPMorgan Chase & Co.