

# Stasys Meclazcke

Full Stack Software Engineer

## Contact

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### LinkedIn

<https://linkedin.com/in/smecla>

### WWW

<https://github.com/aeip>

## 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 large-scale 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.

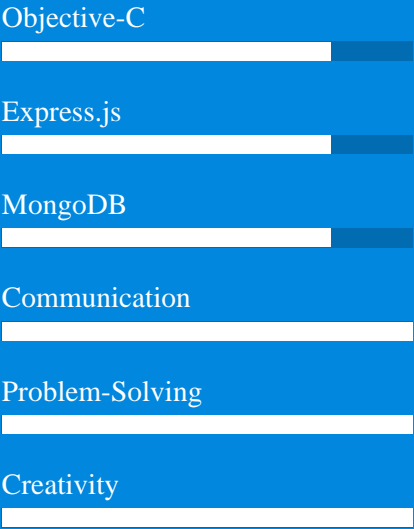
## Projects

### 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.

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## Education

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2020-08 -	<b>Software Engineering Immersive</b>
2020-12	<i>General Assembly - Remote</i>

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## Accomplishments

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