

Jacob Fecunda

FULL STACK BLOCKCHAIN DEVELOPER

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Personal Statement

Forward-thinking software developer experienced in best practices with a proven ability to solve complex problems innovatively. Continuously updating skills in new technologies and excelling in cross-functional collaboration. Strong communicator committed to fostering a positive work environment. Proficient in developing decentralised applications (DApps), smart contract development, and front-end design and development.

Skills

Main Skills: Solidity · Hardhat · Ethers.js · HTML · Cascading Style Sheets (CSS) · JavaScript · TypeScript · Node.js · React.js · Next.js · Bootstrap CSS Tailwind CSS · SQLite · Spring Boot Framework · Git & GitHub · Java · Python · RStudio

Other Skills: API Integration · Responsive Web Design · Cross-Browser Compatibility

Blockchain

CrepCrypt

A DECENTRALISED SHOE MARKETPLACE WITH NFTS AND AI VERIFICATION (HACKATHON PROJECT)

- Led the front-end team, delegating tasks and providing guidance with clear communication using agile methodologies and Kanban boards to track progress.
- Played a crucial role in designing and developing 80% of CrepCrypt's front-end.
- Co-developed smart contracts, integrating Chainlink for AI validation and OpenZeppelin for enhanced security.

Voting DApp

SPECIFICALLY FOR COMPETITIONS (PERSONAL PROJECT)

- Developed an advanced Solidity smart contract for a blockchain competition platform, featuring a dynamic, secure voting system with custom error and event handling.
- Implemented robust state management and security measures, ensuring a flexible and transparent voting process.
- Constructed a comprehensive testing framework using Hardhat and Chai for the Competition DApp, ensuring the smart contract's robustness and reliability through extensive unit tests.
- Explored new UI libraries (shadcn) to experiment with user interface and interaction.

GENFT

A DAPP THAT ALLOWS USERS TO MINT THEIR OWN AI GENERATED ARTWORK AS NFTS AND STAKE THEM FOR REWARDS

(PERSONAL PROJECT)

- Developed a Solidity contract for NFT staking, facilitating user rewards for NFT holdings.
- Integrated OpenAI's DALL-E for image generation and wagmi for Ethereum blockchain interactions.
- Enhanced user experience with a responsive design, featuring live previews, input validation, and notifications for efficient NFT creation.

DApp World Contest

PARTICIPATED IN A DAPP WORLD SOLIDITY CONTEST

- Achieved a top ten ranking in a competitive blockchain development contest.
- Showcased proficiency in solving complex smart contract problems.
- Demonstrated skills in gas optimisation and contract use.

Work Experience

Freelancer

FRONT-END DEVELOPER

May, 2022 - Present

- Led fronted development for 3+ projects using Tailwind CSS, JavaScript, React.js, and Next.js.
- Enhanced client satisfaction by prioritising transparent communication and streamlining frontend-backend collaboration.
- Ensured well-structured git repositories and code for smoother integrations.

Brunel University London

FULL STACK DEVELOPER

Oct. 2022 - Mar. 2023

- Designed and implemented a web-based application for navigating and creating "beats", achieving a SUS score of 80.
- Successfully integrated Deep Learning techniques into the application.
- Utilised ANN, CNN, and RNN models to accurately classify 10 distinct music genres.
- Acquired expertise in audio processing for data handling, using packages such as librosa.
- Conducted thorough fine-tune testing to improve the performance of the models.

Ottermans Institute

SOFTWARE DEVELOPER INTERN

Jun. 2021 - Aug. 2021

- Led a team of 5 developers, implementing Agile methodologies, overseeing 3 successful Sprints, and ensuring 100% on-time project delivery.
- Streamlined data preparation for machine learning, reducing model development time for other considerably.
- Contributed to the development of multiple chatbots as part of a team, resulting in better user engagement when tested.

Education

Brunel University London

BSc (Hons) Computer Science (Artificial Intelligence) – 1st

Sep. 2020 - Jun. 2023

- Topics studied included:
 - Human-Computer Interaction
 - Cybersecurity
 - Software Development and Management
 - Algorithms and Their Applications
 - Networks and Operating System
 - Logic and Computation

City and Islington College

Level 3 Software Development IT

Sep. 2018 - Jun. 2020

- Achieved a D*D*D* in the Level 3 Software Development IT course.
- Achieved an A grade in Level 3 Core Maths.

Extracurricular Activity

Music

MUSIC PRODUCER

- Actively produce 'beats' for various genres using Logic Pro X.

Basketball

TEAM MEMBER

- Regularly participate in local basketball scrimmages, emphasising teamwork and dedication.