Carlo Bruno

Full Stack Web Developer

Seattle, WA
(206) 316-7363
carlofbruno@gmail.com

github.com/carlo-bruno   carlobruno.tech   linkedin.com/in/carlofbruno

Full-stack Web Developer with broad experience with modern web technologies, specializing in JavaScript, React and the MERN Stack. Demonstrated abilities with visual aspects of software engineering.

Skills

React, Node.js, Express, GraphQL, PostgreSQL, Sequelize, MongoDB, Mongoose, Python, Django, HTML5, CSS3, JavaScript, REST, API, Accessibility and Responsive Web Design, Git, Github

Programming Experience

Full-stack Web Development Immersive, *General Assembly — 2019*

HighNote - Event Discovery App
- Developed and delivered a mobile web app that helps users find music events in their metro area.
- Designed and engineered the front-end in React with custom CSS.
- Implemented the back end in Node.js and Express, using MongoDB database.
- Integrated GraphQL to query data from Songkick API and connect all data to the user interface.

KITT Superstore - Robot Apocalypse E-commerce
- Participated in General Assembly Hackathon and delivered an e-commerce website in React.
- Worked closely with UX Designers to develop the most visually outstanding entry in the hackathon.
- Won 2nd Place and "Most Innovative App" award.

Citizenly - Local Politics Information and Events
- Led a collaborative group project to develop a full-stack mobile web app that empowers users with information to more fully engage in the political process.
- Managed the team in designing and developing the user interface, color schemes and branding through extensive research and collaboration.
- Simplified workflow for development team by implementing and organizing the React App into a modular structure.
- Responsible for merging pull requests, cleaning up and refactoring our codebase.

Pluma - Poetry Writing App
- Created a web app that aims to help poets write by providing word tools and fosters a community of writers online.
- Developed, designed and implemented a full stack app in Node.js, Express and EJS, using DataMuse API for the writing tools.
- Implemented a SQL database using Sequelize and PostgreSQL.

Tetris - Retro Browser Game
- Implemented a Tetris clone in the web browser using HTML, CSS, JavaScript and Canvas.
- Recreated functionalities of the original game in JavaScript by manipulating matrix objects.
- Designed a modern-retro feel for the user interface.

Front-end Web Development Nanodegree, *Udacity — 2018*

Neighborhood Maps - Maps and Venues
- Developed a React application that displays venues pulled from Foursquare API into Google Maps.

Work Experience

Software Engineering Immersive Teaching Assistant – General Assembly	May 2019 – Present
Amazon Robotics Floor Monitor – Amazon.com	Aug 2016 – Jan 2019

Education

General Assembly, Full-stack Web Development Immersive — Jan 2019 – Apr 2019
- 12-week full-stack web development immersive program covering modern, in-demand programming technologies and fundamental Computer Science knowledge.

Udacity, Front-end Web Development Nanodegree — Apr 2018 – Oct 2018
- Grow with Google Developer Challenge Scholarship 2018 Recipient