

Chaz Formichella

Fullstack Software Engineer

Boston, MA | chaz.formichella@gmail.com

<https://www.linkedin.com/in/chazformichella> | <https://github.com/chazpf>

SUMMARY

I'm a fast-thinking web developer with a love for solving problems dynamically. From my history in customer service, I understand where and when end-users suffer from pain points. I began my technical journey by studying Agile and Scrum practices and am now applying this knowledge toward my passion for software engineering.

SKILLS

Programming Languages & Tools: HTML, CSS, SASS, Bootstrap, Tailwind, JavaScript ES6, jQuery, EJS, RESTful APIs, ReactJS, TypeScript, NodeJS, Express, Mongoose, Ruby, Ruby on Rails, ERB, Python, Django, Git/GitHub, Grunt

Databases: MongoDB, PostgreSQL, MySQL, SQL

Additional Skills: Scrum/Agile methodologies, Time Management, Communication, Collaboration, Problem Solving, Critical Thinking, Integrity

EXPERIENCE

General Assembly

Software Engineering Fellow

09/2021-12/2021

- Gained extensive knowledge of full-stack development standards utilizing **source controls** like **GIT** leading to an enhanced development life cycle understanding
- Engineered 10+ applications with clear and detailed code on both a collaborative and individual basis within 12 weeks

uShip

Customer Service Specialist

12/2018-3/2020

- Communicated directly with customers and logged technical issues with **JIRA** and **Confluence**
- Regularly collaborated with **QA** specialists to effectively communicate resolution plans to customers.
- Trained in **Agile** best practices and led a **Scrum** stand as part of a mentorship training program.
- Consistently exceeded customer engagement metrics and triaged a high volume of issues.

PROJECTS

Brackets-R-Us - A tournament management app using **React** and **React Router** on the front end, with **Python**, **Django**, and **PostgreSQL** on the back end, using relational models to automate tournament rounds.

Tinier Bananas - A storytelling app with a front end built with **React** and **Tailwind CSS**, and a back end built in **NodeJS**, **Express**, **MongoDB**, and **Mongoose**. **Socket.io** is implemented to enable **real-time collaboration**.

Junk Droor - A household organization app built with **NodeJS**, **Express**, **MongoDB**, **Mongoose**, and **EJS**, using nested one-to-many relationships between the database's multiple data collections.

Monster AutoBattle - An autobattling game built using **JavaScript**, **JQuery**, and **CSS Animation**, with **AJAX** calls to a public API to retrieve data used in the game logic.

EDUCATION/CERTIFICATIONS

General Assembly
Software Engineering Immersive

Scrum Alliance Inc.
Certified Scrum Master

Emerson College
Bachelor of Fine Arts: Writing,
Literature, and Publishing