

DANIELE LONGO

Front End Software Engineer with Design Background

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I am a Front-End Software Engineer with a keen eye for visual aesthetics that follow good design principles. My objective is to join a team where I can utilize my skills in modern JavaScript technologies and continue to learn and grow my skills to deliver impactful and innovative solutions.

SKILLS: JavaScript, ReactJS, CSS3, Semantic HTML, SASS, MaterialUI, Bootstrap, NextJS, NodeJS, ExpressJS, MongoDB, VSCode, SQL, Git, SourceTree, BitBucket, Jira, Confluence, GitHub, Postman, RESTful API's, Mongoose, EJS, Responsive Design, HTML Emails, Adobe Photoshop, Illustrator, After Effects, Premiere Pro.

RELEVANT EXPERIENCE

UX/UI Software Engineer | Bidtellect | Delray Beach, FL | June 2022 – March 2023

- Worked as part of a team to develop and maintain the company's Demand Side Platform using modern frontend technologies such as React, Material-UI, SASS.
- Developed reusable React components to help reduce the codebase and improve maintainability.
- Collaborated with designers, product managers, and other engineers to ensure that the applications were user-friendly and visually appealing.
- Translated designs and wireframes into high quality code, ensuring that the resulting applications were user-friendly, visually appealing, and responsive.
- Contributed to the development of new features and enhancements according to business and technical specifications.
- Supported the effort to migrate the company's legacy AngularJS codebase to a modern React-based architecture, resulting in improved performance and maintainability.
- Worked in a fast-paced Agile environment, using Jira and Confluence to manage tasks, track progress, and collaborate with team members.
- Acted as squad lead, coordinating decomposition meetings, ticket scoring, and other team-related activities.
- Assisted on the development of technical specs and actively participated in code reviews.
- Worked with the QA team to ensure that all features and functionality were thoroughly tested before release.
- Helped troubleshoot and resolve issues identified during testing, working closely with the development team to ensure timely and effective resolution.
- Conducted the research and update for the platform user guide service, resulting in a cost savings of more than \$10K a year.

Software Engineering Immersive | General Assembly | Remote | September 2021 – April 2022

Completed 500+ hours of expert-led instruction in JavaScript, Python, MongoDB, Node, React, and hands-on learning of web and mobile application fundamentals using the industry's most in-demand technologies. Developed projects, including:

- **FAMILY MEAL KITCHEN:** [Github](#) • [Demo](#) - SEO-driven website for a local catering company to increase brand awareness and receive online orders. Build with NextJs, MongoDB, Mongoose, Styled-Components, equipped with admin panel with custom-built CMS and order status management.
- **MY SUGRPET:** [Github](#) • [Demo](#) - Designed and developed this application for tracking insulin shots on pets with diabetes. Built with ExpressJS, NodeJS, MongoDB and Mongoose Database, with EJS, Passport, and Multer Node Packages including integration with Cloudinary implementing their special AI image cropping.
- **STACKDEVHELP:** [Github](#) • [Demo](#) - This is a friendly & simplified clone of StackOverflow built with ReactJS, NodeJS, ExpressJS, MongoDB, Mongoose, Styled-Components, and MaterialUI. Developed custom API with user authentication, and reusable components including implementing React-Markdown. As a group, we collaborated on both front end and back end REST API, I created the design, constructed several components and their functionalities, assigned tasks to teammates via Trello, and managed Github branch policies and version control.
- **PRESS YOUR TESTER:** [Github](#) • [Demo](#) - Built with Vanilla JavaScript, HTML & CSS grid system – Designed and developed this fun game geared towards software engineers, inspired by the 1980's TV Show Press Your Luck.

Graphic Designer / Webmaster | FLCC, Inc. | Deerfield Beach, FL | April 2006 – September 2021

- Built company's website/blog using WordPress by implementing the Jobera theme, integrating Salesforce ATS and later to Crelate ATS using plugins to import XML data of 40+ open positions handling an average of 50 daily applications, enhancing new administrative workflow and reducing 10+ weekly work hours.
- Developed weekly responsive HTML & CSS emails to 30K+ subscribers in the construction industry, using different ESP services such as iContact, Campaigner, and MailChimp, enabling nearly 20% increase in new candidates applications and user engagement.
- Designed engaging PowerPoint Presentations targeting both clients and candidates resulting in 10% new business service revenue. (ie: Company Culture Coaching, Internship and Partnership programs, Career Fairs)
- Produced an average of 20+ monthly high-quality digital marketing materials that reach 60K+ subscribers
- Offered IT problem-solving and troubleshooting in a network of 10+ computers, software and hardware setup or update, server maintenance and backup, network, and firewall.
- Between 2009 and 2016, I also worked for a sister company, ConstructionConnection.com, an online Ruby on Rails skill-job match-making application, currently down due to partnership issues. I was responsible for maintaining the WordPress Blog section, HTML/CSS email promotions, and monthly newsletters to 60k+ subscribers.
- Produced, designed, and edited instructional videos and motion graphics explainer videos.

EDUCATION

General Assembly | Software Engineering Immersive | Remote | 2021-2022

School of Motion | Animation & Design for Motion Principals / After Effects | Remote | 2020-2021