Elliot Mangini

US • (99) 999-9999 • elliot.mangini@gmail.com

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Software Engineer

A results-oriented full stack developer with experience taking projects from concept to product, coordinating teams, and in practical problem solving. Highly adaptable and organized contributor, community steward, and multinational collaborator. Excellent troubleshooter who leverages communication and relationship building skills in diverse environments. Recognized for personal commitment to ensuring teammates are supported and empowered.

Core Competencies

Solidity | React | Ruby | Rails | Next.js | JavaScript | CSS | HTML | SQL
Object-Oriented Programming | TDD | Relational Database Design | Web 3.0

Technical Projects

Planetariyum - GitHub | Case Study | Product
Full Stack Developer - Collaborative engine, social platform for creators featuring a digital asset marketplace wrapped in a mini-game.
- Generated core concept and devised systems to support and deliver a multi-objective full stack application in under three weeks.
- Designed UX and styled UI to create a world class, visually stunning, and original aesthetic.
- Configured environments for development, testing, and production to deploy smoothly and on time.
- Presented for members of the public and authored case studies to showcase the development cycle and final product.
- Enhanced feature set by porting and integrating an existing project from JS, CSS, and HTML to React with Ruby on Rails.

TraydPost - GitHub | Case Study | Product
Group Leader & Front End Engineer - ERC721 management DApp on Next.js.
- Generated wireframes, coordinated tasks and meetings, and performed Git merges leading to smooth cycle with a new team.
- Oversaw Smart Contract development and designed front end, planned contract features enhancing meta attribute functionality.
- Created video and promotional materials to give our team an edge and maintain a positive atmosphere.

UpQuest! - GitHub | Case Study | Product
Group Leader & Back End Engineer - Social app for creating treasure hunts as collections of sites visualized through interactive maps.
- Built and maintained database using Ruby and Sinatra to meet all deliverables and oversaw management of GitHub repositories.
- Advised in strategy, formed wireframes that determined project success, and worked overtime to reach stretch goals.
- Provided technical support among self-organizing cross-functional teams and supervised test driven development.

Foley Generator 3000! - GitHub | Case Study | Product
Frontend Engineer & Team Lead - Reactive sound generator using speech-to-text synthesis to create ambient atmospheres in real time.
- Developed central idea and designed codebase. Identified limitations of stack and derived novel solutions.
- Demonstrated and instructed in functionality of code to ensure team members' comprehension of technologies utilized.

Experience

Project Director, Palace Media Studios - Tokyo, Japan   **08/2017 – 08/2021**
- Collaborated with artist organizations in Japan to shape internal and external communities and communications.
- Led brand projects and produced action plans to help artists implement quality content pipelines and enhance audience growth.
- Published and distributed training resources and coached/mentored individuals to assist development and maximize potential.

Education

Full Stack Software Engineering - Certificate, Flatiron School   Denver, CO
Full Stack - Ruby on Rails, React, Javascript, CSS, HTML   **08/2022 – 11/2022**

Smart Contract Development - Certificate, Encode Club   Denver, CO
Web 3.0 - Solidity, TypeScript, Angular, Nest.js, HardHat, Mocha, Chai, Ethers   **10/2022 – 11/2022**

Audio Engineering & Music Production - 1300 hrs towards B.A. - w/ Ithaca College Professors/Staff   New York, NY
Curriculum Developer - Music Production, Composition, Sound Design and Engineering   **08/2017 – 08/2021**