

# Felix Carela

New York, NY | felixacarela@protonmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

## SOFTWARE ENGINEER

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I am a Software Engineer with a Marine Corps background, honing my ability to stay composed under pressure, collaborate effectively, and uphold dependability. I approach projects with a disciplined, adaptable, and innovative mindset, using my technical skills and passion for teamwork to create innovative solutions and optimize outcomes.

## TECHNICAL & INTERPERSONAL SKILLS

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**Languages:** JavaScript, Python, SQL, C++, Java, TypeScript, HTML, CSS

**Libraries and Frameworks:** React, Express.js, Node.js, Django, jQuery

**Databases and other:** PostgreSQL, MongoDB, RESTful Routing, JSON API, Agile, SDLC, CI/CD, Git Bash

**Interpersonal skills:** Teamwork, Adaptability, Communication, Time Management, Conflict Resolution

## TECHNICAL PROJECTS

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[FurniTech](#) | **Technologies Used - JavaScript | Python | SQL | TypeScript | Django | HTML | CSS | JSON | Git**

*An application for users to explore and purchase a wide array of furniture products.*

- Implemented FurniTech's full-stack application, streamlining user access to a diverse furniture range.
- Enhanced the user interface with HTML, CSS, and TypeScript, ensuring FurniTech's product navigation.
- Developed FurniTech's backend with Python, Django, and SQL, ensuring reliable product management.

[HiddenNYC](#) | **Technologies Used - JavaScript | HTML | CSS | React | Node.js | JSON | Express.js | Google API**

*An application for users to explore lesser-known pop-up food eateries and speakeasy bars across Manhattan.*

- Developed a user-friendly interface using React for seamless navigation.
- Implemented Google OAuth for secure authentication and integrated Google Maps API to enhance user experience.
- Established a well-structured MongoDB for intuitive data storage.

[Minesweeper](#) | **Technologies Used - JavaScript | HTML | CSS | Git | GitHub**

*A game where the user must avoid clicking on the hidden bombs within the cells.*

- Implemented responsive web design using JavaScript and CSS for cross-device gameplay.
- Implemented a flood feature through recursive callback functions to unveil adjacent mines.
- Made cells render dynamically through JavaScript, facilitating future feature integration.

## EXPERIENCE

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**General Assembly, Software Engineering Immersive Fellow**

*New York, NY, 07/2023 – 10/2023*

- Exemplifying top-tier development, ensuring quality with QA while collaborating in a developer team.
- Maintaining backend databases with industry-leading practices, ensuring data integrity through testing.
- Developing frontend projects using latest technologies, adhering to testing and documentation standards.

**Marine Corps, Marine**

*Quantico, VA, 06/2011 - 05/2021*

- Effectively oversaw mission personnel, resulting in heightened operational security.
- Instructed required courses and gave presentations to Marines, resulting in a significant personnel readiness increase.
- Conducted aircraft systems repairs, leading to a substantial enhancement in mission readiness.

## EDUCATION

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**General Assembly**

*New York, NY, Graduated: 10/2023*

Completed an in-person, 420+ hour full-stack software engineering program focused on software development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.

**Southern New Hampshire University, BS Computer Science**

*Manchester, NH, Attended: 06/2021 - 06/2023*

**Southern New Hampshire University, AS Business Administration**

*Manchester, NH, Graduated: 03/2021*