Felix Carela

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SOFTWARE ENGINEER

I am a Software Engineer with 3 years of programming experience from personal and group projects. My Marine Corps background honed my ability to maintain composure under pressure, collaborate effectively, and uphold dependability. I approach projects with a passion for teamwork, aiming to create innovative solutions and optimized outcomes.

TECHNICAL & INTERPERSONAL SKILLS

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

[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

General Assembly, Software Engineering Immersive Fellow   *New York, NY, 07/2023 – 10/2023*
- Exemplified top-tier development, ensured quality with QA while collaborating in a developer team.
- Maintained backend databases with industry-leading practices, ensuring data integrity through testing.
- Developed 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

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, Pursuing: 06/2021 - 10/2024*

Southern New Hampshire University, AS Business Administration   *Manchester, NH, Graduated: 03/2021*