Frankie Barreto

Software Engineer

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PROJECTS

Hangman

- A game built in vanilla Javascript and jQuery

NoobInformer

- A Full-Stack application built with a team member using MongoDB, ExpressJS and NodeJS
- Uses BootStrap for design

The Wayfarer

- A Full-Stack application built with a team of three using the Django framework
- Styled with Semantic

FauxGram

- Full-stack application built with MongoDB, ExpressJs, React and NodeJs
- Using react-bootstrap for design

ENGINEER EXPERIENCE

Software Engineering Immersive, General Assembly

2020, CA

- 450+ hours of hands on software development immersive
- Cooperated with a team of engineers in an agile environment to develop a dynamic product display page
- Delivered application in a time-sensitive environment while maintaining functionality and user experience
- Authenticated users by integrating Atoms/Recoil Auth to the Login and Register page

EDUCATION

Borough of Manhattan Community College

September 2012 - August 2015

New York, NY

- Liberal Arts Degree

Technical Skills

Javascript	React
Python	jQuery
HTML	NodeJS
Css	Express
Sass	Django
Mongoose	Recoil
Git	MongoDB
GitHub	PostgreSQL

WORK EXPERIENCE

Food Wise, NY

- Analyzed liquor allotment in contrast to number of clients
- Developed rapport with clients to increase sales

Juke Bar, NY

- Managed high volume of customers
- Coordinated staff schedules
- Ordered and tracked inventory

LANGUAGES

English

Spanish