

James Ocaña

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SOFTWARE ENGINEER

As a driven and accomplished Software Engineer Intern at Major League Baseball (MLB), I've been actively involved in frontend development for high-profile projects, encompassing all Minor League Baseball (MiLB) websites, MLB Top Prospects website, and MLB Draft Trackers. My work within an Agile framework, utilizing JIRA for efficient sprint management, was key to delivering results. My contributions were featured on the front page of MLB.com during the MLB All-Star Weekend, gaining widespread visibility among MLB Draft followers. I worked on a shop widget, set to be implemented across all 120 MiLB team websites. My internship at MLB has provided me with invaluable technical skills, effective cross-functional collaboration, and an impact on projects with big influence within the baseball community.

TECHNICAL SKILLS

Languages: JavaScript, Java, Python, HTML, CSS

Libraries and Frameworks: React, React-Native, Express.js, Node.js, jQuery, Django, Materialize, Bootstrap, Axios

Databases and other: MongoDB, RESTful Routing, AWS S3, SQLite, Forge VSM, Mongoose, PostgreSQL, Heroku, Netlify, Contentful CMS, Google Analytics, Firebase, OAuth, Trello, Figma, Lucid Chart, Google Maps API, JIRA

FREELANCE WORK AND TECHNICAL PROJECTS

Numero - [Demo Video](#) | [numerogame.com](#) - JS | React Native | Node.js | Express.js | Netlify | Heroku | MongoDB

Math game made using Android Studio. Play to practice your mental math and pattern recognition.

- Designed a fully functioning game with multiple modes and features. Game includes 3 difficulties: beginner, intermediate, and advanced and 3 game modes: Practice, Time Trial, and Local Multiplayer.
- Implemented a MongoDB database to collect and store user scores and display them on the Leaderboard.
- User tested the app for vital user feedback to improve gameplay and user experience.

Member Management Portal - [GitHub](#) - Python | Django | REST | React | PostgreSQL | Bootstrap | Figma | Trello

A full-stack app where admin can manage members of an organization and users can share job posts and find a mentor.

- Worked on backend and frontend development to build a prototype with RESTful APIs using Django and React.
- Participated in full software development life cycle, from requirements gathering and whiteboarding to deployment.
- Collaborated in a team of 3 developers to create user stories, whiteboard using Figma and Trello, and plan sprints to ensure the team has a clear understanding of the work to be done.

Fight Schedule - [GitHub](#) | [App](#) | [Demo Video](#) - React | Node | Express | CSS | Cheerio | Axios | Heroku

A scraper app that gets data from different websites and shows all MMA and boxing events scheduled within the year.

- Scraped information from 6 different websites to gather data on fight events using Axios and Cheerio.
- Styled the frontend using React with a mobile first approach and a responsive web design to fit on a pc screen.
- Deployed the backend on Heroku and the frontend on Render.com with Google Analytics to track webpage views.

WORK EXPERIENCE

Major League Baseball

Software Engineering Intern

New York, New York, 06/2023 - Present

- Enhanced accessibility, styling, and resolved bugs for pages and widgets used during the MLB Draft.
- Presented changes and new features in technical demos for stakeholders, project managers, and engineering teams.
- Created tickers for user stories and bug fixes identified during testing and mock events.
- Developed and implemented a store widget for Minor League team websites using Shopify BuyButton SDK.
- Maintained and wrote documentation for engineers and stakeholders for new features added to the websites.

Underwriters Laboratories

Project Engineer / Associate Project Engineer

Melville, New York, 01/2020 - 07/2022

- Oversaw and supported the team on daily operations, research, purchasing, expansions, projects (internal and external), testing, laboratory activities, and created documentation within the automotive materials department.
- Grew the team from 1 engineer to 4 engineers and 1 technician within 2 years of working there with no prior experience in a related field while also increasing the yearly revenue and maintaining the daily operations.

EDUCATION

General Assembly

Full-stack software engineering 450+ hour program bootcamp

Remote Graduated: 10/2022

NYU Tandon School of Engineering

Bachelor of Science in Chemical and Biomolecular Engineering - Cum Laude, Minor in Mechanical Engineering

Brooklyn, NY Graduated: 05/2018