

James Ocaña

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SOFTWARE ENGINEER

I'm a software engineer with a strong growth mindset and passion for problem solving. I taught myself the fundamentals of coding and Java, then completed a software engineering bootcamp where I created apps utilizing the MERN stack and Python and Django. Previously, I worked in a cross-functional position as a project engineer and I expanded the team from 1 person to 5 people and got promoted to team lead. I'm excited to utilize my curiosity, strong collaboration and communication skills alongside my new passion for coding.

TECHNICAL SKILLS

Languages: Java, JavaScript, Python, HTML, CSS

Libraries and Frameworks: React, Express.js, Node.js, jQuery, Django, Materialize, Bootstrap, EJS, Cheerio, Axios

Databases and other: MongoDB, RESTful Routing, JSON API, SQLite, NoSQL, Mongoose, PostgreSQL, Heroku, Netlify, Render.com, AWS, Google Analytics

TECHNICAL PROJECTS

Número - [GitHub](#) | [Demo Video](#) - Java | XML | SQLite | Android Studio

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 SQL databases to collect and store user stats and highscores and display them in the stats view.
- User tested the app to improve gameplay and user experience and styled with XML built into Android Studio.

Fight Schedule - [GitHub](#) | [App](#) - JavaScript | React | Node | Express | CSS | Cheerio | Axios | Heroku | Render.com

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.

Tourney Board - [GitHub](#) | [App](#) - Python | Django | PostgreSQL | Materialize | Heroku | AWS | Google Analytics

Tournament website where as a host you can post a tournament, and as a player you can join a tournament.

- Built a Django application using MVT architecture and a PostgreSQL database stored in AWS S3.
- Utilized class-based views and forms to create, read, edit, and delete tournament and player objects.
- Included authorization and authentication using built-in Django authentication packages.

MyTinerary - [GitHub](#) | [App](#) - Express.js | EJS | MongoDB | Materialize | NoSQL | Heroku

Social media travel planning app where you can add ratings and comments to trips that you previously had.

- Created an application with user authentication using bcrypt so every user has their own profile and trips tab.
- Coded CRUD application with MVC architecture, 4 different Schemas that are embedded and/or referencing each other, and routes with information pulled from a MongoDB database.
- Collected user research testing information to enhance the site's UX/UI and styled the app with Materialize.

EXPERIENCE

Underwriters Laboratories

Associate Project Engineer

Melville, New York, 04/2022 - 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.
- Worked cross-functionally with sales and management as a technical resource for all automotive material testing, and worked with 8+ global UL labs to distribute work and help manage workload.

Project Engineer

Melville, New York, 01/2020 - 04/2022

- 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.
- Managed and tested UL automotive material projects from UL labs in USA, Mexico, Germany, Taiwan, and Japan.

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