

# JOSEPH FELICIDARIO

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## SKILLS

JavaScript, React, Redux, HTML, CSS, SCSS, TailwindCSS, Figma, Next.JS, Vercel, Ruby, Rails, ActiveRecord, Mongoose, MongoDB, Node.js, Express.js, SQL, PostgreSQL, Webpack, jQuery, Git, Heroku, Rspec, Amazon Web Services (AWS), S3, Capybara, Jasmine, Test-Driven Development (TDD), Object-Oriented Programming (OOP), \*Three.js, \*Blender

## PROJECTS

**RedPlayButton** (JavaScript, React, Redux, Ruby on Rails, ActiveRecord, PostgreSQL, AWS, Heroku, Webpack)

[Live](#) | [GitHub](#)

*A clone of the popular video-sharing site, YouTube.*

- Implemented CRUD functionality through custom database management system operations using ActiveRecord and PostgreSQL.
- Deployed customized React-Router components, allowing seamless and intuitive navigation.
- Designed and polished all assets via SCSS leading to a pixel-perfect recreation of the original site.
- Incorporated AWS, allowing for an efficient video upload and playback experience.

**any Wajers?** (MongoDB, Express, React, Node, WebSocket, SCSS)

[Live](#) | [GitHub](#)

*A social media website where gamers can find other gamers to play together.*

- Collaborated in a 4-person team, utilizing GitHub branching to build out individual features within a 4-day timeline.
- Lead frontend development, creating a sleek, modern, and user-friendly interface using SCSS.
- Integrated Socket.io to allow communication between server and client to create unique chat rooms for users.
- Utilized Express and MongoDB to maintain and update information in the database.

**Slime Guy** (JavaScript, HTML, CSS)

[Live](#) | [GitHub](#)

*A game that requires the user to jump from platform to platform, while also shooting enemies.*

- Leveraged JavaScript ES6 and Object-Oriented Programming for player and enemy hit detection.
- Built the game engine on the positional mutations of HTML elements allowing stylization to be done via CSS3.

## EXPERIENCE

**Full Stack Software Engineer**

[Sock Club](#)

Feb 2022 - Present

- Participated in daily stand ups.
- Worked closely with designers to implement a variety of internal tool features, on both the frontend and backend.
- Created an entirely new intake process.
- Redesigned site to be mobile friendly.
- Followed industry standard GitHub practices.

**Content Creator**

*Twitch*

January 2016 - January 2021

- Produced, scheduled, and broadcasted video content to a remote website daily.
- Analyzed audience retention data and viewer trends to produce targeted content.
- Hands-on experience with video and audio capture equipment, including web broadcasting software.

## EDUCATION

App Academy - Immersive full-stack software development course, which entailed 1000+ hours of coding.

Fall 2021

Lone Star College - Certificate of Computer Programming - *Magnum Cum Laude*

Summer 2020