



PROFILE

I am a self-taught Full stack engineer. I am most proficient with the PERN Stack. React is my preferred framework but I can work in all frameworks. I also have knowledge and experience working with Java, Node.js, Postgres SQL AWS, Firebase, Salesforce, and Cloud Computing. I am looking for a role to take my skills to the next level and take on new challenges.

CONTACT

PHONE:
303-903-5160

EMAIL:
joekupernik@gmail.com

Git Hub:
[joekupernik \(Joe Kupernik\)](#)
[\(github.com\)](#)

LinkedIn:
[Joseph Kupernik | LinkedIn](#)

Portfolio Website:
[React App \(joekupernik.github.io\)](#)

SKILLS

Full-Stack Engineering (PERN stack)
HTML5, CSS, JavaScript React, Redux,
Java, Vue.js Node.js, Express.js, Json
Postgres SQL, Data Security Agile
Development, Test Driven
Development, Continuous Integration
/ Continuous Delivery (CI/CD) RESTful

JOE KUPERNIK

Full Stack Engineer

EDUCATION

Codecademy.com

[JosephKupernik's profile | Codecademy](#)

2020 – present

- Full Stack Engineer Certificate 2022
Syllabus

<https://join.codecademy.com/learn/paths/full-stack-engineer-career-path/>

- Front End Engineer Certificate 2021
Syllabus

<https://join.codecademy.com/learn/paths/front-end-engineer-career-path/>

Western State Colorado University

2011 – 2013

- Bachelor of Business Administration, Minor in Economics
- Emphasis in Petroleum Land and Resource Management

WORK EXPERIENCE

High Altitude Web Development LLC, Owner/Developer

<https://highaltitudewebdevelopment.com/>

2021–Present

- Develop websites, web apps, ecommerce sites and technological solutions for small business.
- Create practical solutions using current technologies such as Postgres SQL, React, Express.js, Node.js and RESTful API's.
- Business analysis and system requirements development.

Vet 2 Pet LLC, Technology Assistant

2021–2021

- Participate and contribute to user interface design and user experience.
- Resolve data connection issues using queries.
- Configure and run app build script using Heroku, API's, JSON's, and Firebase.
- Use Salesforce and Slack for team and remote communication.
- Utilize languages HTML, CSS, and JavaScript to resolve communication issues.
- Work with the product manager to create a good user experience in the front-end of the app

Various Recreation Management Positions

2014–2020

- Before my current engineering career, I had a career in recreation management. I have spent time all over the continent working as a Rock Climbing Guide, a Manager of a community recreation center, and a Naturalist in Denali National Park.

REFERENCES

Indivisible Colorado

<https://indivisiblecolorado.net/>

[Elizabetha Stacishin-Moura | LinkedIn](#)

"Joe really helped us out with our Indivisible CO website. Before Joe, our site had clunky graphics and lots of outdated content. Joe updated our theme, added some eye-catching graphics, organized the content, and resolved some back-end issues. This was not easy because we did not have much budget to work with, and Joe had to manage requests from our team of eight. His ability to listen to everyone, prioritize requests, and clearly communicate what could and could not be done was invaluable. He worked within our budget and is training us to manage minor updates on our own. I am thrilled with the work that Joe provided and would recommend him to others."

Amazon Devices

[\(3\) Nancy Felix | LinkedIn](#)

"Joseph is a highly motivated and persistent engineer with a growing portfolio of excellent work. He is a capable engineer, good communicator and hard worker. He would be a great addition to any team looking for an engineer who is dedicated to producing quality work, will work hard and deliver."

Geomega

[\(3\) Ben Kupernik | LinkedIn](#)

"Joe is a dedicated and persistent front end engineer. He is well versed in react and JavaScript as well as CSS and the frameworks Material UI and bootstrap. We have worked on several projects together and Joe's communication was clear and easy to understand. I would recommend Joe for any position where clear and effective communication and technical skills are required."