

Joe Paolicelli

FULL STACK DEVELOPER

 joe@joepaolicelli.com
 github.com/joepaolicelli
 linkedin.com/in/joepaolicelli

TECHNICAL SKILLS

TypeScript/JavaScript, including **Node.js**

Python

Vue, React, Nuxt, and Next.js

HTML, CSS, SCSS/Sass, and Tailwind

PostgreSQL, MySQL, and Elasticsearch

CI/CD with **GitHub Actions** and **Jenkins**

Testing with **Mocha** and **WebdriverIO**

Ubuntu, Debian, and Red Hat Linux

Semantic Web: **RDF, OWL, and SPARQL**

AWS including **EC2, ECS, and Lambda**

Experience with many other technologies, and always ready to learn something new.

EXPERIENCE

Forward Deployed Engineer, **Vannevar Labs**

Aug 2025 – Oct 2025*

- Designed and prototyped applications and workflows involving AI agents, web infrastructure, and geospatial data.

**Position was eliminated due to company-wide 20% staff reduction less than three months after starting.*

Software Systems Engineer, **NASA Jet Propulsion Laboratory**

2017 – 2024

Mars 2020 Perseverance Rover Mission

- As the lead of a small team, was responsible for the development, testing, and release of several applications used across daily mission operations.
 - Triaged feature requests and bug reports from dozens of stakeholders.
- Built full stack Vue.js applications to meet the unique needs of the mission.
- Developed services to integrate dozens of applications into a cohesive platform.
- Deployed to, configured, and secured scalable cloud infrastructure.

Mars Science Laboratory Curiosity Rover Mission

- Designed and implemented systems to increase mission automation.
- Created APIs and dashboards to collect and visualize alerts and data.
- Provided on-console and on-call support for rover operations.

SunRISE CubeSat Mission

- Created custom UIs for sending commands and tracking spacecraft status.
- Built a robust, scalable telemetry pipeline to support multiple spacecraft.

EDUCATION

School of Engineering and Applied Science

2013 – 2017

The George Washington University, Washington, D.C.

Bachelor of Science, Computer Science