Portfolio: johnfarina.co
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JOHN FARINA. Full-Stack Engineer

SUMMARY

I'm a self-taught full-stack engineer and I love coding and learning about new tech. I find it rewarding to build apps that make a real difference for users. I've created web apps, an app for the Apple app store, and I'm currently working on a VR game. In my free time, I work on challenging but fun projects.

EXPERIENCE

Founding Junior Engineer @ Swivvel — *swivvel.io*
April 2023 — February 2024

- Fourth member at Swivvel, reporting directly to the CEO and CTO.
- Assisted in building v1 of Swivvel, a Next.js web application aimed at eliminating lag in the remote work world.
- Implemented and designed an emoji reaction service using Pusher technology, allowing users to send emojis to each other from an audio room.
- Implemented monthly billing services for customers through Stripe, along with a billing page to manage your current plan.
- Implemented a notification that alerts you once a scheduled meeting has ended and displays your upcoming calendar events.
- Set up settings pages for managing existing users within the company and organizing employees into "pods".
- Integrated a live chat for customers on a transparent ElectronJS window using Intercom.
- Collaborated with the team on design ideas, worked together in Figma to create a mock, and then implemented the new design.
- Pitched and implemented ideas for improving existing UIs, along with animations to complement the designs.

Software Engineer Intern @ Bedroom Producer — *bedroomproducer.io*
November 2022 — April 2023

- Assisted in building v1 of Bedroom Producer. A Next.js and Rails API application that teaches users how to properly mix music like a pro right from the browser.
- Found Railway hosting, and migrated the Rails server from Render to Railway to save capital.
- Implemented pixel-perfect designs using TailwindCSS, with a Figma file provided by a designer.
- Worked on a small remote development team utilizing GitHub and GitFlow.
- Wrote various front-end unit tests using Jest.

Battle Drones — *Current VR Project*

- Creating a VR game for the Quest platform in Unity. Where you can fly a drone like you would normally with a controller. It will soon be possible to attach items and battle your friends.
- Implemented physics-based drone flying controlled by user input, using force and drone rotation.
- Implemented basic multiplayer lobbies using Unity services Relay, and Lobby.

TECHNICAL SKILLS

LANGUAGES:

- JavaScript, TypeScript, CSS, HTML, C#, Swift, Ruby.

FRAMEWORKS & LIBRARIES:

- *Backend:* Rails, GraphQL.
- *Frontend: NextJS,* React, Sass, TailwindCSS, MUI.

OPERATIONS:

- *Version Control:* Git (GitHub).
- Database: Prisma, PostgreSQL, Redis.
- Containerization: Docker.
- Cloud storage: AWS S3, Google Cloud.
- *Deployment:* Netlify, Heroku, Render, Railway, Architect.

EDUCATION

Computer Science

Pace University, New York, NY | *September 2019 – February 2020*

I opted out to teach myself how to code using online resources and transferred to a local school for digital art.

Digital Art

Hudson Valley, Troy, NY | *March 2020 – June 2022*