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JOHN FARINA. Fullstack Engineer

EXPERIENCE

Software Engineer Intern @ Bedroom Producer — *bedroomproducer.io* *November 2022 – Current*

- Built full-stack features using Next.js and a Rails API.
- Implemented pixel-perfect designs provided by the designer using TailwindCSS.
- Wrote various frontend unit tests using Jest.
- Worked on a small remote development team utilizing GitHub and GitFlow.
- Migrated the Rails server from Render to Railways to help save capital.

[soundScapes] — *soundscape.johnfarina.co*

- Designed and developed a social Rails CRUD app that allows users to listen and upload 'soundscapes' that they record.
- Built out features that enable users to comment, like, and follow each other.
- Created admin functionality that allows managing user-uploaded sounds and videos.

Snake Game — *snake.johnfarina.co*

- Created a version of the classic snake game using React and Rails.
- Built a real-time global leaderboard where users can see each other's high scores.

Tamagotchi — *tamagotchi.johnfarina.co*

- Built a clone of the classic Tamagotchi using Vanilla JavaScript.
- Designed each character using SVG and put it together using CSS and JavaScript.
- Implemented feeding, aging, cleaning, and happiness challenges for the gameplay.

Pocket Calculator — *pocket-calculator.johnfarina.co*

- Designed a calculator inspired by Teenage Engineering's Pocket Operators.
- Built the functioning calculator using React and styled it using SASS.

TECHNICAL SKILLS

LANGUAGES:

- JavaScript, TypeScript, CSS, HTML, and Ruby.

FRAMEWORKS & LIBRARIES:

- *Backend:* Rails
- *Frontend:* NextJS, React, Sass, and TailwindCSS

OPERATIONS:

- *Version Control:* Git (GitHub)
- *Database:* PostgreSQL
- *Cloud storage:* AWS S3, Google Cloud
- *Deployment:* Netlify, Heroku, Render, and Railway.