

Jose Darrell Molina | Software Engineer

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Innovative software engineer with 3 years in web development, currently powering success solo at Utah Ski Gear. Proactive learner, expanding skills through Shopify Academy, Udemy, and Skillshare. Expert in researching, testing, and deploying updates that boost performance and drive growth, especially during high-demand seasons.

Skills:

Programming Languages: JavaScript, TypeScript

Frontend Development: HTML5, CSS3, React, React Redux, Next.js, Liquid.js

Backend Development: Node.js, Express.js

Database Management: MongoDB, MySQL, Prisma, PostgreSQL

Version Control: Git, GitHub

Testing & QA: Jest, React Testing Library

Cloud & DevOps: AWS, Vercel, Docker, Jenkins

Agile Methodologies: Scrum

Experience:

Utah Ski Gear | Software Engineer | Utahskigear.com | Midvale, UT | October 2022 - Present

Liquid.js | JQuery

- Develop and enhance platform features, including crafting intuitive user intake forms by making API calls to third-party databases and creating customizable product options. Focus on elevating user experience and aligning front-end development with customer needs using HTML5, CSS3, JavaScript, and Liquid.js.
- Optimize website performance by conducting thorough testing, identifying areas for improvement, and deploying updates that enhance speed and functionality, contributing to a better overall user experience.
- Integrate new products into the company's inventory system, utilizing Excel for precise data management and ensuring seamless compatibility with the Shopify platform. Apply meticulous attention to detail when researching product information and formatting data appropriately.
- Manage and coordinate cross-functional projects using Trello, enhancing collaboration and ensuring timely task delivery. Leverage project management skills to streamline workflows, improve team efficiency, and support Agile methodologies.

Apex Legends Favorite List | Software Engineer | Remote | May 2022 - June 2022

github.com/josemolinaf22/ApexLegendCapstone

HTML | CSS | JavaScript | Axios | NodeJS | Express

- Design and develop a user-friendly website for managing favorite Apex characters, focusing on intuitive navigation and ease of use.
- Build and integrate a local database to improve data management and access, ensuring seamless full-stack functionality for users.
- Implement dynamic content with JavaScript, enhancing user engagement by creating an interactive and responsive web experience.
- Utilize Axios for efficient data retrieval, streamlining communication between the front-end and back-end for faster loading times and smoother user interactions.

E-commerce Clothing line | Software Engineer | Remote | December 2021 - January 2022

codepen.io/josemolinaf22/pen/MWEzKEL

HTML | CSS | JavaScript

- Develop a strong foundation in web development by mastering HTML, CSS, and JavaScript, laying the groundwork for future projects through practical application and study.
- Construct a fully functional e-commerce prototype website from scratch, using HTML for structure and CSS for styling, simulating a real-world online store for clothing merchandise.

- Implement responsive design principles to ensure the prototype website is accessible and visually appealing across various devices, improving user experience and usability.
- Explore and practice core programming concepts such as loops, functions, and DOM manipulation, deepening understanding through experimentation in an online code editor.
- Optimize the website's code and structure by refactoring HTML and CSS to enhance performance and maintainability, demonstrating a commitment to clean, efficient code.

Devmountain | Student Software Engineer | Lehi, UT (Remote) | December 2021 - July 2022

SLC Social - github.com/josemolinaf22/barCrawl-capstone

PostgreSQL | Express | React | Node.js | SweetAlert2

- Develop a social platform that enhances user engagement and community interaction through shared paths, leveraging PostgreSQL, Express, React, and Node.js.
- Implement secure user authentication, enabling account creation and login, improving platform reliability and user trust.
- Design and deploy a dynamic map interface to display real-time event locations and times, significantly enhancing the user experience.
- Collaborate with a team to integrate APIs and optimize the front-end using SweetAlert2, delivering a responsive and visually appealing user interface.

Projects:

Portfolio | Software Engineer | April 2023 - August 2024

React | Bootstrap | React-Particles | React-Parallax-Tilt | GitHub

- Develop and showcase a professional portfolio using React, highlighting past projects and current work, focusing on creating an engaging and visually appealing online presence.
- Research and implement dynamic background effects, selecting React Particles to create a falling ember effect, adding a unique and captivating visual element to the site.
- Enhance visual appeal by integrating a parallax tilt effect for images, inspired by an appreciation for interactive design features commonly seen on modern websites.
- Deploy and maintain the portfolio on GitHub, ensuring continuous updates and optimization to reflect ongoing projects and evolving skills.

SoccerHub | Software Engineer | May 2023 - August 2023

Next.js | TypeScript | Tailwind CSS | Prisma ORM | Vercel | PlanetScale

- Develop and maintain a soccer player networking platform using Next.js, allowing users to connect and organize pick-up games seamlessly, leveraging Vercel for deployment and PlanetScale for scalable database management.
- Implement Discord OAuth for secure user authentication, enabling users to create posts, follow other players, and indicate attendance for pick-up matches, with data management handled by Prisma ORM.
- Optimize web page load times by utilizing Next.js's server-side rendering capabilities, resulting in an enhanced user experience and improved platform performance.
- Design and style the platform using Tailwind CSS, ensuring a modern, responsive interface that appeals to a broad user base of soccer enthusiasts.

Simon Game | Software Engineer | December 2023 - December 2023

HTML | CSS | JavaScript | jQuery

- Design and develop an interactive Simon game using HTML, CSS, and JavaScript, with jQuery to streamline DOM manipulation and enhance the gaming experience.
- Integrate sound effects into the game, enriching user interaction and providing an immersive gameplay experience.
- Debug and refine game functionality, overcoming challenges with the flashing sequence by systematically troubleshooting and resolving issues to ensure a smooth and enjoyable game.
- Apply jQuery fundamentals to create a responsive, engaging web-based game, further solidifying my understanding and expertise with the library.

Education:

Weber State University | Ogden, UT | Web Development Program

DevMountain Bootcamp | Lehi, UT (Remote) | Web Development Program

Udemy Web Dev | Dr. Angela Yu Complete | 2024

Shopify Advanced Development | Christopher Dodd | Skillshare

