Manfred Joa
Full Stack Software Engineer

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Profile

A Full Stack Software Engineer with 5 years experience in high-level retail business management, customer service, and operations. A natural leader driven by the belief in leading by example and instilling a solutions-oriented work ethic and big-results mindset, achieved through development of teams, going above and beyond, and fostering collaborative environments conducive to inspiring growth, teamwork, passion and continuous learning. Detail-oriented, leadership, analytical, and collaboration and communication skills make an asset not just to any company, but its clients as well.

Skills

Frontend Web Technologies: HTML, CSS, JavaScript, TypeScript, React, Redux, Tailwind CSS, UI component libraries
Backend Technologies: Node.js, Next.js, Python, Express, Flask, Django, JWT (JSON Web Token) Authentication
API Design and Development: designing and building RESTful APIs, Postman, DRF (Django REST Framework)
Database Management: MongoDB, Mongoose, PostgreSQL, Peewee
Version Control System: Git, GitHub, Git Workflows

Web Projects   June 2023 - September 2023

You & Meme – GitHub Client Repository | GitHub Server Repository | Deployed App
- Led team of 6 engineers to deploy a DR (Django, React) stack social media web application in 1 week on a cloud platform by delegating features, debugging, pair programming, and writing documentation and clean code
- Integrated an API and created a relational database using SQL and custom user with a one-to-one relationship with the Django User model, rendering a responsive and user-friendly design with posts, comments, and likes

Wine About It – GitHub Client Repository | GitHub Server Repository | Deployed App
- Collaborated with a team of 4 engineers as Code Owner to deploy a MERN (MongoDB, Express, React, Node) stack e-commerce web application using a NoSQL backend, while performing code review and resolving merge conflicts
- Implemented user registration, sign-in, favorites, and cart features by utilizing React, Redux, state management, Tailwind CSS, user interfaces/UI components, JWT Authentication, and local storage to enable storage of user data

Hangman – GitHub Repository | Deployed App
- Coded game logic utilizing HTML, CSS, Canvas, DOM manipulation, and JavaScript to design a frontend game
- Debugged game without referencing code by using problem-solving skills, identifying sources of coding issues, and testing accordingly to ensure usability and correct rendering of win/lose scenarios and drawing of hangman

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Professional Experience

General Assembly, Software Engineering Fellow   June 2023 - September 2023
- Building technical competency in full stack web development and computer science through a three month immersive dedicated to thinking like engineers in order to build the next generation of web applications

Michaels Stores, Assistant Store Manager | Framing Manager   Aug 2019 - June 2023
- Executed daily operations and company initiatives through management of department managers, delegation, project management, compliance, and development of cross-functional teams achieved through cross training
- Created weekly store schedule using 600+ budgeted hours to establish full coverage, while managing payroll daily
- Exceeded custom framing sales goals during COVID, +30% Q4 2020 and FY 2022 +6% vs. company -2% by analyzing performance metrics and forecasting metrics to develop performance strategies to improve product sales
- Prioritized developing customer relationships through personable customer service to create brand loyalty and utilized top-down selling techniques in selling value, resulting in store AUR $150 vs. company AUR $120

Education

General Assembly   New York, New York
Software Engineering Immersive   June 2023 - September 2023

SUNY Purchase College   Purchase, New York
Bachelor of Arts in Arts Management, Magna Cum Laude