

# Michael Del Pape

Software Engineer | San Francisco, CA | (650) 393-0375 | m4delpape@gmail.com  
[linkedin.com/in/delpapemichael/](https://www.linkedin.com/in/delpapemichael/) | [github.com/mdelpape](https://github.com/mdelpape)

## TECHNICAL SKILLS

**Front-End** | JavaScript (ES5 and ES6), React, React.Native, HTML, CSS, Redux, Tailwind

**Back-End** | NodeJS, Express, PostgreSQL, MongoDB, MySQL, RESTful API, WebSocket/Socket.io, Firestore/Firebase

**Testing/Deployment** | Jest, Mocha, Chai, AWS: EC2 / RDS / S3, React-Testing Library, K6, Loader.io

**Developer Tools** | Vim, Git, npm, Webpack, Babel, Agile Methodology, NGINX, Test Driven Development(TDD)

## SOFTWARE APPLICATION DEVELOPMENT EXPERIENCE

**Ecommerce Product Page** | Front Staff Engineer | [Github](#) | *React, Node.js, Express.js, Jest, Redux, AWS* 2023

*Create a site that displays products in an efficient manner to increase **conversion***

- Deployed a comprehensive review and rating interface, employing API queries to facilitate user interaction, streamline the display of diverse metrics and offering an array of review filtering methods.
- Created **jest** tests, with 70% coverage, that utilized mock **redux** stores to easily find problems within the team's code.
- Tested the site on google lighthouse and optimized the time to largest content to less than 2.5 seconds by creating precise data queries to the API.

**Blue Ocean** | Staff Engineer | [Github](#) | *Firebase, Expo, React Native, Node.js, AWS* 2023

*Develop an app for users to join leagues in their area*

- Developed a chat feature within an application, utilizing **firebase/firestore** to persist the data and to deliver bidirectional communication between the clients and server.
- Exercised **useContext** to allow easy access to the apps state throughout the components.
- Led the team in organizing the code's architecture and selecting an optimal tech stack, significantly improving project efficiency and streamlining development processes.

**Multiplayer Game Environment** | Tech Lead | [Github](#) | *MERN, Socket.io* 2023

*Build a multiplayer game so players can interact with each other and the environment*

- Adopted Socket.io to create a stream of information between multiple clients to create a game environment where players can interact with the map and a chat feature to communicate.
- Created precise queries through the websocket to optimize the website to handle over 100 online users at a time

**Village Sports** | Staff Engineer | [Github](#) | *Node.js, Express, PostgreSQL, k6, Loaderio, AWS* 2023

*Build a restful api to serve a product page for an ecommerce website*

- Utilized K6 to test queries locally before deploying and was able to achieve 1000 virtual users in 30 seconds with under 20 ms of latency with a 0% error rate.
- Deployed three EC2 micro instances behind Nginx Load Balancer to sustain 2000 RPS with 0.0% error rate in Loader.io test.

## PROFESSIONAL EXPERIENCE

**Malcolm Drilling** | Junior Engineer 2020 - 2021

- Conducted on-site tests for large-scale foundation projects, ensuring high-quality and efficient construction, saving the company up to three weeks per project.
- Developed schedules for foundation drillers, considering safety regulations, geotechnical factors, and optimizing time efficiency.

**Westover Surveying** | CAD Drafter 2022-2023

- Utilized a 3d scanner in conjunction with unfamiliar point cloud software tools, resulting in a reduction of 5+ hours in project completion time for smaller-scale assignments.

## EDUCATION

**Hack Reactor** | Advanced Software Engineering Immersive Program 2023

**Colorado State University** | B.S. Civil Engineering 2020