

Mario Carbonell

Software Engineer
Seattle, WA

Hi! I'm Mario, a full stack Software Engineer who loves to learn and tinker. Because of this, I have an insatiable curiosity on how things work, what the latest is, and I'm not afraid to get out into the weeds. I am transitioning from a background in marketing and sales, so I strive to deliver dynamic and impactful results through client-focused solutions.

CONTACT

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WEBSITE:
<https://itsmemar.io>

LINKEDIN:
<https://www.linkedin.com/in/mgcarbonell>

GITHUB:
<https://github.com/mgcarbonell>

SKILLS

- HTML/HTML5
- CSS/CSS3
- Javascript (ECMA6)
- Node.js
- Python/Python3
- MySQL
- Postgres
- Linux
- REST
- Express
- Sequelize
- Flask
- React
- Websockets
- Networking Protocols
- Material-UI
- Bootstrap
- GraphQL

INTERESTS

TECHNICAL:

- Data Structures & Algorithms
- TypeScript
- MongoDB
- Django
- AWS
- Cybersecurity
- Networking
- Operating Systems
- Serverless authentication
- Web scraping
- Penetration testing
- Automation
- Testing
- Rockstar

PROJECTS

Zer0chat

zer0chat is a fullstack application written in PERN (Postgres, Express, React, Node), with the front-end styling in Material-UI. Zer0chat uses socket.io to create a real time chat capability for users, in ephemeral rooms meaning that there are no chat logs. Written solo in a five day sprint.

<https://zer0chat.herokuapp.com/>

cuneiform

Cuneiform (stylized as cuneiform) is a fullstack application written in PERN (Postgres, Express, React, Node). The front-end styling was done with Material-UI, and full CRUD (create, read, update, destroy) functionality is enabled for the user. Cuneiform is a journal app where users can create journal entries using either a provided writing prompt a quote provided via an external API. Written over a two week sprint.

<https://github.com/mgcarbonell/cuneiform-frontend>

Snack Overflow

A fullsnack (pun intended) application created in HTML, CSS, Javascript, Node.js, Express, Sequelize + Postgres. Complete authentication allowing users to create an account, create their favorite snacks, add images, delete snacks, and view their entries. Written over a five day sprint.

<https://github.com/mgcarbonell/snack-overflow>

Populus Trivia

A trivia game built in a four day sprint. Created in HTML, CSS, and Javascript, using objects as well as an interactive HTML/CSS front end. Written over a five day sprint.

<https://mgcarbonell.github.io/trivia-game/>

WORK EXPERIENCE

Jan 2021 – April 2021

General Assembly

Instructional Associate

- Reviewed coding assignments submitted by students, looking at over 30+ GitHub pull requests per week.
- Maintained daily debugging queues and slack channel for students.
- Assisted in reviewing lesson materials.
- Helped lead student project daily stand up meetings during sprints.

June 2016 – Jan 2020

AT&T Mobility

Retail Sales Consultant

- Actively met and exceeded sales goals resulting in over 300 new lines of service, at least 50 new entertainment service accounts, over \$2,500 in insurance revenue, and over \$24,000 in accessory revenue generated annually.
- Aggressively pursued business leads resulting in 30 new business accounts in Q1 for four years in a row, becoming an AT&T Business Expert.

June 2012 – June 2016

Seattle's Hydro Shop

Sales & Store Manager

- Increased daily sales average year over year, beginning at \$600 and averaging to \$2,000 by 2015.
- Oversaw the expansion of a 2,000 item inventory, organizing it in a logical way.

EDUCATION

Sept 2020 – Dec 2020

General Assembly

Software Engineering Immersive

Full-stack software engineering immersive program in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.

Dec 2007 – Dec 2009

University of Washington

BA, Political Science
Minor in Law, Societies, Justice
Minor in Human Rights

Deans list, Pi Kappa Alpha Fraternity, Tau Sigma Honor Society, Sigma Alpha Lambda National Leadership and Honors Organization