

Jake Vissicchio

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Skills

Python, Java, C++, HTML, CSS, JavaScript, TypeScript, React Native, React, PostgreSQL, MySQL, MongoDB, Node.js, Express.js, Postman, Figma, Android Studio, Frontend Development, Backend Development, Relational Database Design, Agile, Github, Clean Code. Leadership, Adaptability, Teamwork, Problem Solver.

Work Experience

Fox Corp. / Information Technology Intern

Jun 2022 - Aug 2022

- Took charge of re-imaging machines for Fox employee use, technical support, scheduling, and battery replacements.
- Assessed employee technical issues and quickly devised solutions to help employees keep up with the fast-paced work environment and increase productivity.
- After the completion of training, I was able to train a new hire on the expectations of the job on my own.

Projects

Highlight of the Day

March 2024

- A social media/journaling application developed using the MERN stack (MongoDB, Express.js, React.js, Node.js).
- Users will post an important event, or highlight, that occurred each day while including how they are feeling under it.
- This allows users to release emotions in a simple and healthy way.

Senior Year Capstone Project: FoxLift

Dec 2022

- A ridesharing app for use by students with a team of five developed using React Native, ExpoGo, Google Places API, Node.js, and MySQL.
- Forced to learn under pressure as React was not used by any group member before this project.
- Focused on the frontend design, the implementation of signing in using Google authentication, and the chat/messaging.
- Acted as a team leader by scheduling meetings between group members to ensure all parts of the app work together as intended.

brOS

Dec 2022

- Using knowledge of Operating Systems, I created my own browser-based Operating System using TypeScript, HTML, and CSS.
- This included creating shell commands, adding the ability to load and execute multiple user programs using 6502 opcodes, and implementing a local file system.

Customized Platformer Game

Nov 2022

- A modified version of Thomas Was Late which is inspired by the game Thomas Was Alone using C++ and SFML.
- This game involves the use of two different playable characters with different abilities that must work together to complete a stage.

Dragon Ball Z: Dokkan Battle Relational Database

Dec 2020

- Using PostgreSQL to develop a Relational Database for the mobile game Dragon Ball Z: Dokkan Battle. Included the creation of an E/R diagram and programming Views, Reports, and Procedures.