PATRICK MAZARA | SOFTWARE ENGINEER

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Experienced Software Engineer and former Project Manager with a background in the development of web and mobile applications. Skilled in collaborating with multi-disciplinary teams to deliver high-quality software solutions.

Skills

Languages - JavaScript, Typescript, HTML5, CSS3, SQL, JSON, EJS
Libraries and Frameworks - React, Express.js, Jquery, MongoDB, Bootstrap, Node.js, Redux
Database - PostgreSQL, MongoDB | **Other** - RESTful Routing, JSON API
Tools - Asana, Trello, Jira, Azure DevOps, Postman

Projects

[JobPlay](#)   MARCH 2023
An innovative and engaging web application that revolutionizes the way users approach their job search, skill development, and professional networking.
- Led development of the "Network" section of the app, utilizing Redux to easily access data across several components and ensuring backend data for specific users was fetched correctly.
- Leveraged gamification techniques by implementing designs and styling provided by the UX team, using Bootstrap to create an engaging and consistent design throughout all sections of the web application.
- Worked collaboratively with cross-functional teams in an agile environment to meet a challenging four-day deadline while maintaining high quality code and user experience.

[Pix](#)   FEBRUARY 2023
An application developed to combat the mental and emotional burnout associated with the fast-paced and demanding nature of the music industry by providing a supportive and collaborative community that allows users to ask questions and receive advice from fellow musical professionals.
- Operated as a Full-Stack Engineer and Scrum Manager who delegated tasks, led stand ups and stand downs, and supported the team with debugging and mental support throughout the entirety of the project.
- Utilized the MERN stack (MongoDB, Express, React.js, Node.js) to build a full stack application with full create, read, update, delete (CRUD) operations on three resources.
- Utilized Git control during the production of the application with frequent commits until deployment.
- Tested API routes using Postman to ensure functionality during production.

[Song Check](#)   JANUARY 2022
A full stack CRUD application utilizing GoogleOAuth that allows users to sign up and add their favorite songs which can serve as recommendations in the list of all songs and in the songs specified genre.
- Implemented EJS (Embedded JavaScript templating).
- Used Mongoose to define schemas for MongoDB collections.
- Allowed users to login with GoogleOAuth.

[Choose Your Adventure](#)   DECEMBER 2022
Text based adventure game that allows the user to choose their path to becoming a software engineer. Based on their choices the game iterates through a fun, interactive storyline.
- Leveraged embedded Javascript, Vanilla Javascript, CSS3, and HTML5 to organize and display the visual aspects.
- Implemented Javascript methods, functions and data structures to successfully iterate through the story line based on the user's choice.
- Wireframed and planned UI design of application using Whimsical.

Professional Experience

Project Manager | Sector 7 App Development | Remote   DECEMBER 2021 - JUNE 2022
- QA primary liaison to the senior team; managed communications with all clients ensuring product quality met expectations.
- Directed a multi-disciplinary team and strategically assigned tasks based on each team member's unique strengths and expertise resulting in a 30% increase in sprint delivery speed and improved project efficiency.
- Streamlined communication practices to effectively speed up production processes which led to 120% increase in app efficiency.

Project Coordinator | Frontline Record Label | Detroit, MI   SEPTEMBER 2021 - DECEMBER 2021
Coordinated several projects leading a team of producers, engineers, and graphic designers while working alongside public relations directors, distribution labels and entertainment lawyers to manage artist publishing, producer agreements, and social media marketing.

Key Accomplishments:
- Orchestrated key projects from planning to delivery; co-production leading to 10M+ increase of streaming views.
- Spearheaded material requisition processes cost-saving for projects, achieving an average of $5,000 of a minimum $20,000 budget for features, bookings and more.

Education

General Assembly | Software Engineering Immersive
Full-stack software engineering immersive student in an intensive, twelve-week, 420+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.

Kelloggsville High School | Wyoming, MI
High School Diploma