JOHN FARINA. Full-Stack Engineer

johnfarina.co | github.com/john-farina | linkedin.com/in/john-farina8 | johnfarina8@gmail.com | (518) 401-5181

I'm a self-taught full-stack engineer with a strong foundation in UI / UX. I build B2B web apps and iOS apps by day, and mess around with VR and other tech on nights and weekends. I value collaborative, fast-moving teams where I can learn quickly and take on more responsibility over time.

PROFESSIONAL EXPERIENCE

Founding Junior Engineer @ Swivvel — *swivvel.io*
April 2023 — February 2024 (company shut down)
Desktop app designed to improve remote collaboration and communication using real-time audio rooms that integrated with modern B2B tools like Zoom, Meet, Calendars, Slack, etc.

- Employee #4
- Contributed to features across the stack using Electron, Agora, Next.js, MUI, GraphQL, Prisma, Postgres and BullMQ
- Notable projects: send emojis to other users *(Pusher)*; self-serve billing system *(Stripe)*; live chat support *(Intercom)*; meeting assistant *(Google & Zoom APIs)*; user management settings page
- Created mocks in Figma and led design discussions

Software Engineer Intern @ Bedroom Producer — *bedroomproducer.io*
November 2022 — April 2023
Web app that teaches users how to mix music by ear like a pro

- Built V1 with a team of 3 using Next.js and Rails
- Turned Figma designs into pixel-perfect implementations using TailwindCSS
- Migrated Rails server from Render to Railway to save on costs
- Wrote tests using Jest

PERSONAL PROJECTS

Battle Drones — *VR Project*

- Multiplayer Quest VR game where you can fly and fight drones, built in Unity
- Current features: scripted physics to mimic drone movements; multiplayer (Unity's Relay & Lobby)
- Future releases: drone attachments and upgrades; matchmaking; story mode

moreWishes — *iOS App*

- Personal wish assistant - maximize your wishes with notifications at 10:10, 11:11, and 12:12
- Current features: customize notifications; configure times
- Future releases: visionOS app

TECHNICAL SKILLS

JavaScript, TypeScript, CSS, HTML, Ruby, C#, Swift, Rails, GraphQL, NextJS, React, Sass, TailwindCSS, MUI, Prisma, PostgreSQL, Redis, Docker, AWS S3, Google Cloud, Git (GitHub), Netlify, Heroku, Render, Railway, Architect

EDUCATION

Hudson Valley (Digital Media) — Troy, NY | *March 2020 - June 2022*

Pace University (Computer Science) — New York, NY | *September 2019 - February 2020*
Transferred to digital media and became a self-taught programmer