

JOHN DANIELE CAPILI

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TECHNICAL SKILLS

React, Typescript, Redux, Ruby on Rails, Javascript, Jira, Sidekiq, TDD, HTML5, CSS3, SCSS, SQL, Git, Gitlab, Postgresql, Highcharts.js, Ant Design, Python, RSpec, Agile, Datadog, Kibana, Sentry, Webpack, Docker, Kubernetes, AWS, Cypress

EXPERIENCE

Software Engineer - Persado

March 2020 - January 2023

- Collaborated with the product team to design and develop a client portal using React and Typescript while applying Ant Design for the first time, which gave users a streamlined view of their advertisement requests and experiment results.
- Refactored legacy code for daily digests that was causing issues in production after investigating activity logs in Kibana and used benchmarking tools which resulted in 50% performance improvement.
- Integrated 3rd party APIs, such as Email on Acid, into the company's React website to improve email testing processes and help users create robust email designs which gave clients more data on how effective an advertisement is.
- Wrote unit tests with RSpec that utilized factories and stubbing to ensure the product functions as intended and to prevent the introduction of bugs when creating new features.
- Created SQL queries for materialized views to gather relevant data and determine the type of events users should receive based on their account preferences, resulting in personalized notifications.

Software Development Apprentice - App Academy

January 2020 - March 2020

- Provided guidance to web developer student applicants during technical interviews, assessing their algorithmic thinking and providing constructive feedback.
- Developed front-end projects and internal tools for bootcamp students using Ruby on Rails and React.
- Conducted non-technical interviews of coding bootcamp applicants, assessing their aptitude for the program.

PROJECTS

SNACC (Ruby on Rails, JavaScript, React, Redux, CSS3, Webpack, PostgreSQL)

[live](#) | [github](#)

Live-chat application based on Slack where users can chat and read messages on multiple channels or DM groups.

- Implemented Rails Action Cables to perform CRUD actions in real-time, enabling users to send messages through channels and direct message groups without the need for AJAX requests.
- Utilized Jbuilder to efficiently parse JSON data fetched from the database, resulting in improved performance and faster rendering of web page components for the user.
- Designed database to include polymorphic table for channels and DM groups' messages which lessened concern of table bloat and guaranteed scalability.
- Developed React components that use DOM manipulation to respond dynamically to user inputs, resulting in a more responsive and interactive web page experience.

Vibe (JavaScript, HTML5, CSS3, Webpack)

[live](#) | [github](#)

A music game built with JavaScript that was based on Guitar Hero that also displays audio visualization.

- Utilized Three.js library to create 3D renders for audio data processing and visualization that produced objects that helped users see how the program reacts to different songs.
- Developed an audio algorithm using JavaScript that creates music keys depending on the current audio data of a given file which is used as the game elements that the user can interact with.
- Converted key inputs by tracking keyboard events through DOM Manipulation to match any music used in the game.

EDUCATION

App Academy, NY - Web Development (Ruby on Rails and JavaScript)

August 2019 - November 2019

Holy Angel University, Philippines - B.S. Electronics Engineering

June 2012 - May 2017