JOSE CONCHELLO

Relocating to San Francisco, CA | 314-910-3729 | jose.conchello@gmail.com
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FULL-STACK DEVELOPER | CREATIVE TECHNOLOGIST
Creatively and elegantly solving high-level problems through sustainable code and intuitive user interfaces

Creative and collaborative techno-dextrous engineer, developing human-centered digital experiences that empower people and that help create impactful products and businesses. Passionate about creating aesthetic, intuitive, interactive sites leveraging design thinking to address real human needs through unique and memorable web experiences. Able to work across stacks and disciplines with diverse teams to build anything and everything from prototypes to MVPs and bring them to market. Background in digital art. Fluent in Spanish.

Core Competencies:

Full-Stack Development | Front End Frameworks | Cross-Disciplinary Developer | Creative Coding | Prototyping
Problem Solving | Data/API Driven Interfaces | Back-end Architecture | Interactive Visuals
UI Development | Agile Methodology | Human-Centered Design

TECHNICAL SKILLS

Front End:	Typescript, Javascript ES5/ES6, Vue, Stencil, Angular, Ionic, React, Web Components, Design Systems, SCSS, Pug, CSS3, jQuery, HTML5
Back End:	PHP, MySQL, Nginx, Bash, Docker, Vagrant
Testing Frameworks:	Chai, Cyprus, Jasmine, Karma, Jest, PHP Unit
Frameworks/Tools:	GoCD, Netlify, Drupal, WordPress, P5.js, ML5.js, Three.js, AWS, Vuetify, Webpack, WebMidi, Google Charts, Google Tag Manager, Optimizely, Sequel Pro, REST
Creative Technology:	TouchDesigner, Resolume, Arduino, Figma, Sketch, Adobe Photoshop/After Effects

PROFESSIONAL EXPERIENCE

LIGHTFORM, San Francisco, CA   Aug 2020 – Present
Design tools for projection and projection mapping
Web/UI Frontend Developer
Developed responsive data-driven progressive web application using REST APIs to empower users to control their Lightform devices and customize projection mapping experiences through the web. Developed realtime corner pinning and image alignment UI, using P5.js to allow users to adjust projected content's placement using drag points. Implemented smart projector UI, with remote control integration, for users to connect Lightform devices to the internet, register Lightform projectors to accounts, as well as micro-apps/widgets. Researched, proposed, and implemented front end tech stack for upcoming Digital products. Developed an extensible design system from standards-compliant web components using Stencil.Js and integrated unit/e2e testing as well as Storybook as a part of the development pipeline. Responsible for deployments and created deployment pipelines through AWS to streamline the process.

SIMPLISAFE, INC., Boston, MA   Jan 2015 – Aug 2020
Technology leader, specializing in IoT home security
Full-Stack & Web Applications Developer
Design, develop, and maintain fulfillment software for 375 users across 5 fulfillment centers internationally. Manage end-to-end software development project phases, from requirement definition and high-level design to full stack development, testing, and deployment. Design efficient workflows via user-testing studies. Create tools for developers to eliminate redundancies and expedite development to meet marketing and operational goals. Devise operational and data standards.

Implement metrics and reporting system to increase inventory reporting accuracy, measure user performance, and alert users of service outages. Collaborate with third-party development teams to maintain software. Develop solutions to complex, high-pressure operational problems. Mentor new hires on best practices and programmatic operations.

SIMPLISAFE, INC., Boston, MA
Full-Stack Web Developer (continued)

- Worked directly with CEO and COO, as Technical and Design Lead, to redesign and replace flash-based fulfillment software, resulting in increased monthly throughput of orders by more than 200%.
- Reduced fulfillment-time errors 40% by standardizing data-driven development.
- Partnered with third-party development teams to create SFTP system for use in third-party marketing drives, resulting in 15+ new marketing partnerships and ability to quickly add new partnerships as they develop.
- Developed and designed user interfaces and systems to allow parallel order fulfillment for retail orders of up to 2,000 products to drive retail expansion, leading to 20+ national retail partnerships.
- Created and extended core modules to support growing business initiatives.
    - Built system to support backordered products and inventory management.
    - Expanded coupon system to support bulk coupons, allow for new coupon requirements/features to drive marketing campaigns, increase financial data accuracy, and increase development velocity.
- Led department in page optimization efforts to increase SEO performance, reducing page load times ~10 seconds.
- Minimized fulfillment downtime 20% by implementing rapid alerting systems and blue/green deployment pipelines, thereby maximizing order throughput 200%. Eliminated operational friction by creating interfaces that reduced marketing promotion code changes from 70+ files to 10, increasing ticket velocity by 15%.
- Defined requirements, designed UI/UX, and developed and maintained internal fulfillment software project to replace outdated flash software, thereby decreasing shipping errors, increasing throughput, and improving accuracy of inventory counts and user metrics.

DESIGN & DEVELOPMENT PROJECTS

VYZBY – Interactive Online Audio Visualizer | vyzby.joseconchello.com | 2019
Tools: p5.js, ml5.js / TensorFlow, Vue, WebMidi, WebAudio, WebGL
Developed interactive audio visualizer empowering people to create unique audio reactive visuals on the web. Used p5.js processing library to animate parametric and generative processing sketches and controlling parameters through GUIs and auxiliary inputs such as keyboards, MIDI controllers, body tracking, and audio.

CLYZBY – MOBILE APP ARTIST | joseconchello.com/art-gallery | 2014 – 2015
Created unique works of art exclusively using iOS apps on iPhone. Produced pieces for gallery displays, album covers, and alternative portraits.
- Featured Gallery Artist – Boston Art100 | Nov 2015
- Beta Tester, Featured Artist, Editor – Pixite Apps | 2014 – 2015

EDUCATION & PROFESSIONAL DEVELOPMENT

HARVARD EXTENSION SCHOOL, Cambridge, MA
Certificate in Front-End Development | Jan 2020
Coursework includes: Website Development, Creative Exploration of the Web w/ p5.js, SPAs with Vue.js, Ideas to Designs/Prototypes with Framer X + React

UNIVERSITY OF OKLAHOMA, Norman, OK
Bachelor of Science, French Studies | Jun 2011

Professional Development:

UNIVERSITY OF MASSACHUSETTS BOSTON, Boston, MA
Coursework includes: Intro to HTML, Intro to XML, Intro to Programming in C | 2014 – 2015

MASSACHUSETTS COLLEGE OF ART AND DESIGN, Boston, MA
Coursework includes: Industrial Design Forms, Drawing for Designers, CAD Solid Works (Solid Modeling) | 2013 – 2014