

Frederick Caione | Software Engineer

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SKILLS

- **Languages** - JavaScript, HTML, CSS, Python, SQL
- **Databases** - PostgreSQL, MongoDB
- **Libraries and Frameworks** - React, Vue, Express.js, Node.js, Tailwind CSS, Flask
- **Tools** - Git, Github, Mongoose, Sequelize, SQLAlchemy, Netlify, Heroku, Vercel

PROJECTS

- Swish Sesh** · *MongoDB, Express, React, Node.js, Stripe.js, Tailwind* · [Github](#) · [Deployed](#) **Feb 2023**
- Developed an intramural basketball scheduling website with secure payment processing using Stripe
 - Implemented features for user authentication, scheduling, and payment processing
- Thredz** · *PostgreSQL, Express, React, Node.js, Tailwind* · [Github](#) · [Deployed](#) **Mar 2023**
- Created an e-commerce website with user-friendly listing creation, commenting, and profile browsing functionalities
- Literary Lounge** · *MongoDB, Express, React, Node.js, CSS* · [Github](#) · [Deployed](#) **Feb 2023**
- Built a book-review website with full CRUD functionality and user authentication
 - Implemented ability for users to favorite books, write reviews, and manage their profile
- Assembly** · *PostgreSQL, Flask, React, Python, Tailwind* · [Github](#) · [Deployed](#) **Apr 2023**
- Created a professional connections website for users to join organizations and connect with other professionals
- Cozy Mancala** · *JavaScript, HTML, CSS* · [Github](#) · [Deployed](#) **Jan 2023**
- Classic mancala with a cozy/8-bit theme
 - Implemented game logic, user interface, and responsive design for cross-device compatibility

PROFESSIONAL EXPERIENCE

- Assistant Manager**, Saxon Woods Grill · Scarsdale, NY **May 2015 - Present**
- Conducted training of over 50 employees in use of POS systems and supervise daily operations
 - Organize and facilitate 100+ events with customers
 - Manage network of POS systems, printers, computers, phones, and stereos
- Editorial Staff Intern**, New York University · Manhattan, NY **Sept 2019 - Dec 2019**
- Launched the first iteration and publication of NYU's Greene Street Review with peers
 - Performed copy-editorial and developmental-editorial duties on 8 manuscripts

EDUCATION

- General Assembly** · Remote **Jan 2023 - Apr 2023**
Software Engineering Immersive
- Full-stack software engineering immersive student in an intensive, 24-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.
- New York University, College of Arts of Science** · New York, NY **Sept 2017 - Dec 2019**
Bachelors of Arts, English · Minor in Computer Science and Math
- Relevant Coursework - Data Structures
- Fordham University, College of Arts of Science** · Bronx, NY **Sept 2015 - May 2017**
- Finished degree at NYU
 - Dean's List 2017