Trumbull, CT
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Eric Pacelli

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I am a full-stack developer with a proven record of leadership, product ownership, and delivery, with a passion for identifying ways to streamline processes and build new systems to meet unserved needs. I take pride in communicating clearly with stakeholders to share technical knowledge in an accessible way. I am seeking new challenges and learning opportunities.

Work Experience

Contractor Nation   **Seymour, CT**
Lead Software Developer   *2019 – Present*

- Serve as the technical lead for the software development team, spearheading interdepartmental planning and communications with internal and external partners
- Researched, planned, and executed a migration of all cloud-based infrastructure from Rackspace to AWS, cutting costs by 30% while improving performance by 25%
- Modernize technology stack by upgrading server operating systems and PHP versions, using containerization to introduce flexibility
- Implement continuous integration pipeline to expedite product delivery
- Set up monitoring and analytics systems to provide better insight into application use, including creation of dashboards to visualize performance metrics
- Mentor junior developers and interns by supervising code deployment, providing daily feedback on ongoing projects, and serving as the in-house expert on the existing code and business history

Lead Software Developer, Mobile Applications   *2017 – 2019*

- Created a framework to facilitate rapid development of iOS/Android apps using Angular and Apache Cordova/Capacitor, with an API layer using Node.js and Express
- Developed a custom Learning Management System to facilitate the online education of home improvement entrepreneurs, including content delivery and reporting mechanisms

Software Developer   *2015 – 2017*

- Worked with in-house custom CMS to create dynamic sites for clients' websites
- Built a national lead generation website for home improvement contractors

Education

- **B.S. Game Programming,** Champlain College, Burlington, VT   **2011–2015**
  - **Senior Capstone -** Lead programmer on an interdisciplinary team of game designers, artists, and programmers

Technologies and Languages

- Languages: TypeScript, JavaScript, PHP, CSS, Python, C#, C++, Java
- Technologies: Angular, React, Next.js, Serverless, AWS, Docker, Kubernetes, MySQL, Git, SVN, Unity
- Other: Data Structures and Algorithms, Design Patterns, Technical Communication

Projects

- **Digital Discovery -** Created a custom LMS for the Discovery Science Center and Planetarium in Bridgeport, CT to facilitate remote science education and member engagement during the COVID-19 pandemic
- **Zeldathon -** Built a Unity application to provide a streaming layout for the Zeldathon charity marathon, displaying real-time information to 10,000 viewers and tracking donations live