

# Pavel Aparcana

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**Skills** TypeScript, JavaScript, React.js, Next.js, Redux.js, Material-UI, Tailwind CSS, Jest, Enzyme, Mocha, Cypress, CSS3, SASS, Git, GraphQL, Webpack, REST APIs, AWS, PHP, Atomic Design, Scrum & Agile Methodologies, Test Driven Development

## Experience

### Software Engineer I | Dwolla Inc.

2022 - 2023

- Worked cross-functionally with the User Experience (UX) and Product teams to improve user engagement, reducing the amount of client intake tickets for transfer-related questions by 90%.
- Mentored Interns and new Engineers by pairing, reviewing Pull Requests, and meeting one-on-one to achieve their goals to improve the user experience of the company's products.
- Developed accessible User Interface (UI) components by collaborating with the UX team using TypeScript, JavaScript, Material UI, Storybook, and testing libraries like Jest, and React Testing Library.
- Migrated legacy User Interface components by integrating newly built components with API calls using Next.js, React.js, and Redux.js using Test Driven Development with Jest Mocks, and Sinon Mocks.
- Brainstormed initiatives by discussing flows of different approaches using Lucid Charts.
- Improved the Front-End error logging tool (Sentry) configuration, resulting in higher efficiency when debugging client intake tickets.

### Web Developer | Kraus Marketing

2020 - 2022

- Mentored a Junior Developer by collaborating on ideas for approaches on assignments, resulting in highly interactive, customizable client websites.
- Developed pixel perfect websites based on wireframes designed by the Graphics Team using HTML, CSS, JavaScript, PHP, and the WordPress API to meet client expectations.
- Developed editable, and user friendly features through the Wordpress CMS using Object Oriented and Functional Programming in PHP and JavaScript, resulting in custom features on web pages and stores.
- Responsible for implementing mobile responsive components and ensuring cross-browser compatibility.
- Developed Front-End interactions and animations using vanilla JavaScript to manipulate the DOM.

## Projects

### Mars RoverGram | 2024 (TypeScript, Next.js / React.js, HTML, CSS, Tailwind CSS, NASA API)

[Live Site](#) | [GitHub](#)

*Graphical User Interface (GUI) for viewing Images taken by Rovers on Mars.*

- Used React 18 (Canary) form hooks and Next.js v14 server actions to trigger UI loading states while the server actions fetched new data based on user input.
- Used TailwindCSS to keep the stylesheets lightweight, while manually adding accessibility features on React elements.

### Portfolio Website | 2018 (Next.js / React.js, JavaScript, GraphQL, HTML5, CSS3, PHP, Material-UI, Netlify)

[Live Site](#)

*Personal Portfolio Website using a Headless Architecture.*

- Upgraded personal static website to a headless architecture using Next.js, GraphQL, Material-UI, and WordPress, allowing for quick and efficient updates to the website.
- Developed and integrated sections using Material-UI, Storybook and Jest, all while keeping WAI-ARIA best practices in mind.
- Patched the WordPress file system to meet the necessary editing and deployment capabilities by using PHP and Wordpress for content editing, and webhooks to trigger build deployments.

## Education

### Full Stack Software Engineering | App Academy

Aug 2019 - Jan 2020

### Bachelor's in Information Technology and Informatics | Rutgers University

July 2014 - Jan 2019

## Volunteer Experience

### Full-Stack Developer | The Citizen Project

2024 - Present

- Create functionalities that deliver great user experiences for complex interactions by integrating with public APIs and 3D technologies.
- Work cross functionally to design, write, document, deploy, and maintain software systems using HTML, CSS, JavaScript, and AWS services.