

Shane Sharareh

Front-End Developer

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github.com/ShaneSharareh

SKILLS

Languages: JavaScript, TypeScript, C#, Python, HTML5, JSX, CSS3, Java, Ruby

Frameworks: React, React Native, AngularJS, ASP.NET, Tailwind, Sass, Bootstrap, Node.js, Next.js

Tools: Git, Visual Studio, ServiceNow, Postgres, Mongoose, REST API, Webpack, Gulp, Less.js, Redis

EXPERIENCE

Lead React Native Developer

August 2024 – Present

Confidential Startup

Remote

- Lead developer responsible for implementing a mobile application under strict NDA confidentiality.
- Developed reusable and customizable React Native components using TypeScript, ensuring type safety, consistency, and scalability across the application.
- Converted detailed Figma designs into responsive and production-ready mobile application code.
- Utilized advanced React Native hooks such as useState and useEffect to manage state and enhance application responsiveness.

Software Engineer

Mar 2023 – May 2024

Gnarlywood

Vista, CA

- Developed and maintained features for GnarlyWood's music distribution platform using C# within the ASP.NET MVC framework, ensuring smooth flow of order data and enhancing user experience.
- Wrote unit tests for each feature to ensure reliability and maintainability of the codebase, adhering to ASP.NET standards and best practices.
- Monitored and resolved application crashes and performance issues using Sentry, improving system stability and user experience.
- Generated financial reports for major record labels using ASP.NET, contributing to dynamic data analysis and integration.

Software Engineer

Jun 2021 – Aug 2024

NewRocket

Vista, CA

- Led development efforts for a ServiceNow portal, introducing impactful features that improved functionality and addressed customer needs.
- Translated Figma designs and branding guidelines into implementation for 6 distinct employee portals.
- Designed and implemented comprehensive ServiceNow catalog items, including custom workflows, scripts, and integrations.
- Customized widgets in ServiceNow portals using JavaScript, enhancing user experience.

QA Tester

Jun 2019 – Mar 2020

Kalloc Studios

Vista, CA

- Manually tested architectural design/simulation software, logged bugs with the C++ code, and reported them to the software engineering team via Jira.
- Deployed new build versions with Visual Studio, following a fast-paced Scrum cycle.
- Collaborated with the development team to implement new features based on customer feedback.
- Rigorously tested new features prior to release to ensure functionality and stability.

EDUCATION

California State University

Bachelor of Science in Computer Science

May 2017

San Marcos, CA

PROJECTS & CONTRIBUTIONS

Upin

Dec 2024 – Present

- Supporting a team of 4 developers in building a platform for community growth and connectivity using TypeScript and React Native.
- Contributing by developing reusable custom components and widgets for the front-end, ensuring they align with the project's design and functionality requirements.
- Adding dynamic styles and UI enhancements to improve the visual appeal and user experience of the application.

TBDeveloped

Dec 2020 – Jan 2021

- Built a full-stack open-source platform using the MERN stack.
- Implemented real-time video communication features with WebRTC and Socket.io.
- Designed secure back-end authentication routes with Mongoose.

Piano Hero

2021

- Developed an interactive piano game using HTML, CSS, and JavaScript for dynamic UI and game mechanics.
- Used Tone.js for audio synthesis and music playback, creating a seamless musical experience for users.
- Implemented a music tablature sheet, allowing users to follow along with notes in a Guitar Hero-style gameplay.