JON PALACIO

WEB DEVELOPER/ FULL STACK

CONTACT DETAILS

Cell: 252-367-1011

dain.palacio@gmail.com

4041 Cascade Drive. Gastonia NC

28056

https://jonathandain.dev

SKILLS

Node js React Javascript TypeScript

Graphql Gatsby NextJS Express Fastify

Go Python Docker Kubernetes

Mongo DB Postgres Redis SQL

Git - Version Control

go-fiber Gin (Other go-libraries)

flask django

Lots of automation written with Go/Python/Bash

HTML CSS Less - SCSS - SASS

Linkedin

GitHub

Twitter

Instagram









OVERVIEW

Huge work ethic with an upbeat personality. Always on time and come with a positive never say quit attitude. Highly motivated and organized. Personable, creative, independent and committed to producing top-quality work and providing cost-effective service. Thoroughly enjoy a challenge and ready to join your team!

PREVIOUS EDUCATION

LAMBDA SCHOOL

Full-Stack Web (Alumni)

LOCKMASTERS SECURITY INSTITUTE

Professional Locksmithing Training (2010)

EAST CAROLINA UNIVERSITY

Business / Marketing / Dance

A.L BROWN HIGH SCHOOL

General Education (2002 - 2006)

CAREER SUMMARY

ENGINEERING MANAGER / SOFTWARE ENGINEER

Nowigence Inc (2019 - Present)

- Architect plan and Development of Business web / Al technology.
- Implement Node backend with real-time subscription support for AI platform.
- Manage and lead team across all aspects of engineering and product development
- Communication and planning across departments to meet customer expectations and timelines.
- Implemented graphQL API for node.js backend and converted entire JavaScript backend to TypeScript.

BUSINESS MANAGER / LEAD LOCKSMITH

The Flying Locksmiths (2016 - 2018)

- Full responsibility for the entire business
- Scheduling, quoting, perform all work 24/7
- Marketing, trip routing, inventory management

LOCKSMITH

East Way Lock and Key (2016)

- Full-time company Locksmith 24/7

AUTOMOTIVE LOCKSMITH

High Tech Locksmiths (2013 - 2015

- Num 1 performing Locksmith in the company
- Highest volume production in the state
- Generate and program keys from scratch