Matt Aguiluz

Full Stack Software Engineer

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As a software developer, I solve problems to manifest innovative, artistic ambitions. My previous experience as a recording engineer and studio manager has strengthened my ability to both build solutions and thrive in environments that balance focus and creativity. Living in multiple foreign countries has taught me the value of communication and learning from many perspectives.

RELEVANT SKILLS

- **Programming Languages:** Javascript, Python, HTML, CSS
- **Frameworks/Environments:** React, Node, Express, Django, Mongoose, Flask, Git/Github, Peewee, Bootstrap, Skeleton, Materialize, Tailwind
- **Deployment:** Atlas, Heroku, Github Pages
- **Databases:** MongoDB, SQL
- **Multimedia Software Proficiencies:** Adobe Premiere, Photoshop, ProTools, Ableton Live,

RELEVANT EXPERIENCE

Software Engineering Fellow | General Assembly | Remote | 06/2021 - 12/2021
Successfully completed 500+ hours of expert led instruction in contemporary front and back end programming languages, tools and methodologies. Developed the following projects:

- **Sprite Club** | **GitHub Repo** | **Deployed Site** | Technologies: HTML, CSS, Javascript
  - Developed an HTML5 game for web browsers that utilizes CSS for styling and Javascript for game logic/implementing animations. This two player turn-based game allows users to choose from different classes of sprites and battle.
- **Movie Choose** | **GitHub Repo** | **Deployed Site** | Technologies: Express, EJS, MongoDB, Bootstrap
  - Developed a fullstack app that allows users to add movies to custom shared lists, to help decide on what to watch.
- **Down To Game** | **GitHub Repo Client** / **Server** | **Deployed Site** | Technologies: React JS, MongoDB, CSS Bootstrap
  - Developed a fullstack app that allows users to connect with each other through shared interests of gaming, using a system of comments and likes. This was a group project that allowed us to utilize best practices for Github group workflows.
- **The Neon Pyramid** | **GitHub Repo Client** / **Server** | **Deployed Site** | Technologies: React JS, Flask, Peewee, CSS
  - Developed a fullstack online order app for a fictional cyberpunk-themed restaurant. Users can create profiles and order/pay online for delivery.

Producer/Lead Recording Engineer | Preservation Hall | New Orleans, LA | 05/2014 - Present
- Designed and developed all elements of the Preservation Hall Recording Studio, including building a custom 768-point TT patchbay and integrating a vintage 1973 API 1604 mixing console with multiple DAWs
- Produced numerous multitrack live stream recordings, as well as LP recording projects both on location and in studio and collaborated on musical projects with artists such as Paul McCartney, Elvis Costello, Foo Fighters, Arcade Fire and many others
- Traveled with the Preservation Hall Jazz Band as Production Manager and Front of House Mixer on multiple tours, mixing in legendary music venues such as Madison Square Garden, Red Rocks and The Filmore, San Francisco

Freelance Studio Engineer | Marigny Recording Studio | New Orleans, LA | 10/2013 – 01/2015
- Recorded, produced, and mixed a wide variety of audio projects, including music production, TV/film sound design, radio show production, ADR/Voiceover recording, and more
- Designed and created the studio website using Squarespace (https://www.marignystudios.com/)
- Managed studio facilities and bookings while studio owner traveled on tour with the Afghan Whigs

English Language Teacher | ECC Japan | Osaka, Japan | 09/2011– 09/2013
- Created over 600 comprehensive lesson plans catered to each student/class
- Taught a range of English conversation classes in a corporate environment, such as Business English, Group Conversation, Private Lessons and Children's classes (ages ranging from 1 to 93 years old); class sizes ranging from 1 to 35 students; approximately 850 students over two years
- Interfaced with clients, students, and sales associates to achieve student goals and regular re-enrollment

EDUCATION

- **General Assembly** | Software Engineering Flex Immersive | Remote | 06/2021– 12/2021
- **Loyola University** | B.S. Music Industry Studies | New Orleans, LA | 08/2001 – 05/2005
- **New Orleans Center for the Creative Arts** | Jazz Studies: Trumpet | New Orleans, LA | 08/2000 – 05/2001

ADDITIONAL LIFE EXPERIENCE

- Extensive travel throughout Europe and Asia
- Basic conversational Japanese Language
- Lived/worked in foreign countries:
- Osaka, Japan - 09/2011 - 09/2013
- London, England - 12/2005 - 12/2006