AMANDA DINOTO

New York, NY • 718.781.9228 • amanda.dinoto@gmail.com

amanda-dinoto.netlify.app | linkedin.com/in/amanda-dinoto | github.com/Amanda2900

SUMMARY

Software Engineer with a background in film and theater production looking to take on a new challenge and create in the digital realm. Proficient in 10+ programming languages and frameworks. Flexible, adaptable, and quick to learn. Bring creativity, resourcefulness, and a passion for learning to every team with which I collaborate.

TECHNICAL SKILLS

JavaScript • HTML • CSS • React • Node.js • Express • Python • Django • Photoshop • SQL • PostgreSQL • MongoDB • Tailwind CSS • Git • GitHub • Postman • Agile Workflow • WordPress • REST APIs • Microsoft Office • Word • Excel • Outlook • PowerPoint • Algorithms and Data Structures

WORK EXPERIENCE

Laser Everything   Aug 2022 - Present
Front-End Engineer   Remote
- Develop and sustain company website utilizing WordPress and CSS
- Generate website assets utilizing Adobe Photoshop software
- Manage Laser Everything Marketplace on CS-Cart e-commerce platform
- Facilitate moderation and organization of vendor products to ensure marketplace cohesiveness and curation
- Utilize strong written and verbal communication skills to provide technical support to non-technical vendors, thereby expanding user base and increasing customer revenue

The Collab Lab   Jan - Mar 2023
Full-Stack Engineer - TCL Cohort 51   Remote
- Developed a fully functional web application by employing React, Firebase, and Tailwind CSS technologies
- Collaborated with a team of four engineers and three mentors in a dynamic work environment
- Utilized a hybrid Scrum/Kanban agile workflow, including bi-weekly retros, demos, code reviews, and right-sized tickets
- Practiced pair programming on a rotational basis with each team member to work on assigned projects and debug any issues
- Implemented the Continuous Integration/Continuous Deployment (CI/CD) development process

General Assembly   Sept – Dec 2021
Software Engineering Immersive Fellow   Remote
- Accomplished 420 hours of practical training in software engineering and web development principles with a focus on Frontend programming and Backend development, as well as user experience design and data analytics
- Attained proficiency in HTML, CSS, JavaScript, Express, Node.js, React, Python, Django, SQL and other relevant web development frameworks and Object-oriented programming
- Led a team of three developers to successfully code an application from the ground up
- Constructed three full-stack applications and a browser game in a collaborative environment, utilizing multiple frameworks to enhance functionality, user interface and user experience. Projects include:
    - All the Feels **|** Full stack artwork sharing application - Technologies used: React, Node, Express, MongoDB, and CSS
    - Larkspur's Apothecary **|** Full stack remedy maker - Technologies used: Django, Python, AWS, Javascript, and CSS
    - Power Four **|** In-browser game of Connect Four - Technologies used: Javascript, HTML, and CSS

PAST WORK EXPERIENCE

Signature Theater   2014 – 2021
Props Artisan, Props Assistant   New York, NY
  • Fostered a collaborative and dynamic environment by working alongside the Scenic Designer, Props Master, and a skilled team of artisans to build and acquire props and furniture for diverse theater productions
  • Assumed the role of props assistant and successfully led a team of artisans to construct props for multiple shows
  • Demonstrated exceptional detail oriented creativity, organization, and resourcefulness in designing and building props for 26 shows, utilizing innovative problem-solving techniques to deliver top-quality results
  • Conducted thorough research and sourced props and furniture in accordance with specific parameters set forth by the Scenic Designer

Optomen Productions   2010 - 2013
Assistant Archivist   New York, NY
  • Conducted thorough research, organization, and logging of historical images and videos for the show Mysteries at the Museum, ensuring accuracy and integrity of visual assets
  • Collaborated closely with producers to discuss and align on desired visuals, while managing available resources effectively
  • Employed effective negotiation skills to establish prices and contracts with museums and independent collectors for each piece of visual aid, optimizing budget utilization
  • Implemented efficient organization systems, logging all visual media information on spreadsheets, for easy reference by archivists, editors, and producers, ensuring seamless coordination and workflow management

EDUCATION

General Assembly, Software Engineering Immersive   Remote
Certificate of Completion
New York University   New York, NY
Bachelor of Fine Arts