AMANDA DINOTO

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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.is • Express • EJS • Python • Diango • Photoshop • SQL • MongoDB • Git • Algorithms and Data Structures

WORK EXPERIENCE AND SELECT TECHNICAL PROJECTS

General Assembly Sept - Dec 2021

Software Engineering Immersive Fellow

Remote

- Completed 420 hours of applied training in software engineering and web development concepts focusing on Front-End and Back-End development
- Achieved fluency in HTML, CSS, JavaScript, Express, Node.js, React, Python, Django and other web development frameworks
- Led a team of three developers to code an application from the ground up
- Built three full stack applications and one browser game utilizing multiple frameworks. Projects include:
 - This Land | Full stack creature creator Technologies employed: Node.is, Express, MongoDB, EJS, and CSS
 - All the Feels | Full stack artwork sharing application Technologies employed: React, Node.is, Express, MongoDB, and CSS
 - Power Four | In-browser game of Connect Four Technologies employed: Javascript, HTML, and CSS

PAST WORK EXPERIENCE

2014 - 2021**Signature Theater**

Props Artisan

New York, NY

New York, NY

- Collaborated in a creative environment with the Scenic Designer, Props Master, and a team of artisans to build and obtain props and furniture for various theater productions
- Developed resourceful and innovative solutions while designing and constructing props for 26 shows
- Researched and sourced props and furniture based on images and parameters set by the scenic designer

2010 - 2013**Optomen Productions Assistant Archivist** New York, NY

Researched, organized, and logged historical images and videos for the show, Mysteries at the Museum

- Collaborated with producers to discuss all desired and available visual aids

EDUCATION

Bachelor of Fine Arts

General Assembly, Software Engineering Immersive Dec 2021 Certificate of Completion Remote **New York University** May 2009