

Amanda DiNoto

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A software engineer who enjoys developing engaging and easily accessible programs. Tackle complicated problems with resourcefulness. Passionate about contributing to a well organized, open minded environment that fosters creativity and collaboration. With a background in film and theater production, easily adapt to new situations, think quickly, and collaborate well to offer efficient solutions.

Skills

JavaScript, HTML, CSS, React, Node, Express, EJS, Mongoose, MongoDB, Django, Python, Photoshop, Microsoft Office Suite

Software Development Projects

Power Four

- A build of the classic game Connect Four, made with JavaScript, HTML and CSS. Deployed on [Github](https://github.com).

This Land

- A creature creator where a user can build creatures, view ones made by other users and leave comments on them.
- A full stack application, made with Node, Express, Mongoose, MongoDB, EJS, and CSS. Deployed on [Github](https://github.com).

Larkspur's Apothecary

- A mock up of a fictional apothecary where the user can browse herbs, then create their own remedies and view any that are made by other users.
- A full stack application, made with Python, Django, AWS, HTML, and CSS. Deployed on [Github](https://github.com).

Work Experience

Independent Contractors - New York, NY

2014—2021

Props Assistant/ Props Artisan

- Collaborate 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.
- Develop resourceful and innovative solutions while designing and constructing props.
- Research and source props and furniture based on images and parameters set by the scenic designer.
- Negotiate with vendors, fabricators, and prop houses to purchase or rent props and set dressing.

Independent Contractors - New York, NY

2010—2013

Art Director/Set Dresser

- Collaborate with the Production Designer, art director, and art department assistants to bring about a united vision for the film, show, or product.
- Construct and source props, dressing, and furniture, and decorate locations according to design plans.
- Negotiate with prop houses and vendors to rent or purchase props and furniture.
- Problem solve quick and efficient solutions with director and designer to any issue with props and furniture on set.
- Organize, package up, and log all props and dressing to efficiently find it during shooting.

Optomen Productions - New York, NY

2010—2013

Assistant Archivist

- Research and log historical images and videos for the Travel Channel show, Mysteries at the Museum.
- Work together with producers to discuss all desired and available visuals.
- Negotiate prices and contracts with museums, historical societies, and independent collectors for each piece of visual aid as requested by the producers.
- Organize all visual media information on excel sheets and word documents for the archivist, editors, and producers.

Education

Software Engineering Immersive - General Assembly, 2021

BFA in Film and Television - New York University, Tisch School of the Arts, 2009