

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.js • Express • Python • Django • Photoshop • SQL • PostgreSQL • MongoDB • Tailwind CSS • Git • GitHub • Postman • Agile Workflow • WordPress • REST APIs • Algorithms and Data Structures

WORK EXPERIENCE

Laser Everything

Aug 2022 - Present

Webmaster

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 effective 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 Front-End and Backend development, as well as user experience design
- Attained proficiency in HTML, CSS, JavaScript, Express, Node.js, React, Python, Django, and other relevant web development frameworks
- Led a team of three developers to successfully code an application from the ground up
- Constructed three full-stack applications and a browser game, utilizing multiple frameworks to enhance functionality 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
Props Artisan, Props Assistant

2014 – 2021
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 creativity 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, while maintaining exceptional attention to detail

Optomen Productions
Assistant Archivist

2010 - 2013
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
Certificate of Completion

Remote

New York University
Bachelor of Fine Arts

New York, NY