AMANDA DINOTO

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

amanda-dinoto.com | 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

Microsoft Office • G Suite • Microsoft & Mac OS • JavaScript • HTML • CSS • React • Node.js • TypeScript • Next.js • Express • Python • Figma • Photoshop • SQL • PostgreSQL • Tailwind CSS • Git • GitHub • Postman • Agile Workflow • WordPress • REST APIs • Zoom

WORK EXPERIENCE

Laser Everything   Aug 2022 - Present
Frontend Engineer   Remote
- Develop and sustain company website utilizing WordPress, NicePage and CSS
- Generate website assets utilizing Adobe Photoshop software and organize all marketplace logs in Microsoft Excel and Word
- Manage LE Marketplace, provide technical support, customer service, and facilitate moderation and organization of vendor product on CS-Cart e-commerce platform

Full Stack Collective   June - Oct 2023
Software Engineer   Remote
- A web development studio building custom apps for healthcare providers with a focus in user satisfaction
- Developed Connectient, a site to streamline patient management, by employing Next.js, React, PostgreSQL and TypeScript
- Implemented the Continuous Integration/Continuous Deployment (CI/CD) development process
- Collaborated on a team of engineers in a dynamic, asynchronous work environment

The Collab Lab   Jan - Mar 2023
Full-Stack Engineer   Remote
- Developed a fully functional web application by employing React, Firebase, and Tailwind CSS technologies
- Utilized a hybrid Scrum/Kanban agile workflow, including bi-weekly retros, demos, code reviews, and right-sized tickets
- Practiced pair programming and collaboration on a rotational basis with each team member to work on assigned projects and debug any issues

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 and SQL, as well as basic knowledge of IT hardware, software, and Apple and Microsoft operating systems

EDUCATION

General Assembly   *Certificate of Completion*
New York University   *Bachelor of Fine Arts*