

Amanda DiNoto

Software Engineer

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Software Engineer with a background in film and theater production. I bring creativity, resourcefulness and a passion for learning to every team I collaborate on.

Skills

JavaScript, HTML, CSS, React, Node.js, Express, EJS, SQL, Mongoose/MongoDB, Django, Python, Git, Photoshop, Algorithms and Data Structures

Technical Projects

- This Land** - Full stack creature creator October 2021
- Technologies Employed: Node.js, Express, MongoDB, EJS, and CSS
- All The Feels** - Full stack artwork sharing application December 2021
- Technologies Employed: React, Node.js, Express, MongoDB, and CSS.

Relevant Experience

Software Engineering Immersive Fellow Sept - Dec 2021
General Assembly - Remote

- Completed 420 hours of applied training in software engineering and web development concepts focusing on Front-End and Back-End development.
- Built skills and fluency in HTML, CSS, JavaScript, Express, Node.js, React, Python, Django and other web development frameworks.

Props Assistant, Props Artisan 2014—2021
Signature Theater - New York, NY

- 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.

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

- Research, organize, and log historical images and videos for the show, Mysteries at the Museum.
- Collaborate with producers to discuss all desired and available visual aids.

Education

New York University - BFA in Film and Television, 2009
General Assembly - Software Engineering Immersive, 2021