

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 • EJS • WordPress • PHP • Python • Django • Photoshop • SQL • MongoDB • Git • Postman • REST APIs • Algorithms and Data Structures

WORK EXPERIENCE AND SELECT TECHNICAL PROJECTS

Laser Everything

Aug 2022 - Present

Webmaster

Remote

- Build and maintain **company website** using WordPress
- Create assets for website using Adobe Photoshop and Illustrator
- Build and maintain Laser Everything Marketplace using CS-Cart and PHP
- Moderate and organize vendor products to keep the marketplace cohesive and curated
- Maintain site assets such as banner ads, specials, sales and systems
- Provide customer and vendor support for marketplace

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.js, Express, MongoDB, EJS, and CSS
 - **All the Feels** | Full stack artwork sharing application - Technologies employed: React, Node.js, Express, MongoDB, and CSS
 - **Power Four** | In-browser game of Connect Four - Technologies employed: Javascript, HTML, and CSS

PAST WORK EXPERIENCE

Signature Theater

2014 – 2021

Props Artisan, Props Assistant

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
- Led a team of artisans to build props for various shows when taking on the role as props assistant
- 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

EDUCATION

General Assembly, Software Engineering Immersive

Dec 2021

Certificate of Completion

Remote

New York University

May 2009

Bachelor of Fine Arts

New York, NY