

Blake DeGraw

Full-Stack Software Engineer | Video Game Developer | Sound Designer

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<https://blake-degrow-portfolio.herokuapp.com/>

PROJECTS

Web Oscillator — *Music Application*

Javascript, HTML, CSS

Web-based synthesizer that allows the user to manipulate different waveforms using the cursor or touchpad.

Rickipedia & Mortiverse — *Full-Stack Web Application*

Javascript, HTML, CSS, React, Express

Wiki site where users can browse Rick & Morty character and episode information and discuss fan theories.

EXPERIENCE

Real Craft Inc, Gig Harbor, WA — *IT Manager*

June 2020 - December 2020

Network and email administration, computer/hardware maintenance, remote access technology implementation.

Iconiclick, Seattle, WA — *Music Producer*

January 2016 - December 2018

Music production for :30 and :15 television and internet advertisements.

Academy for Precision Learning, Seattle, WA — *IT & Operations Manager*

December 2012 - August 2019

Network and email administration, computer/hardware maintenance, admissions coordination, human resources and payroll support.

EDUCATION

General Assembly, Remote — *Software Engineering*

December 2020 - March 2021

Full-stack software engineering immersive student in 450+ hour program

Cornish College of the Arts, Seattle, WA — *Bachelor of Music*

January 2016 - December 2018

Emphasis in modern compositional methodologies. Summa cum laude.

LANGUAGES

- Javascript
- HTML/CSS
- Python
- PHP
- Max/MSP
- Blueprints

LIBRARIES & FRAMEWORKS

- Node
- Express
- React
- Flask

DATABASE

- PostgreSQL
- Sequelize
- MongoDB
- Mongoose

OTHER

- Unreal Engine 4
- Ableton Live
- ProTools
- Logic
- Sibelius