

ERIC SCHWARTZ

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TECHNICAL PROJECTS

Audio Advocate - *Reviews and ratings app that compares pro audio gear* - [GitHub](#) | [API GitHub](#) | [Demo](#)

- + Created product card and review components using a ReactJS/Redux front end
- + Built a Rails API back end to sort and filter products based on different criteria
- + Scraped several music retail websites for product data using Nokogiri
- + Stored product data including reviews and ratings in a PostgreSQL database
- + Leveraged Amazon's Product Advertising API to generate iFrames containing reviews from Amazon.com

Constellation Playground - *Interactive React/Redux app allowing users to create their own constellations* - [GitHub](#) | [API GitHub](#) | [Demo](#)

- + Created interactive star and line components using a ReactJS front end
- + Used Redux to manage the state of the app in a global store
- + Designed a user experience (UI/UX) involving clickable vector graphics using SVG
- + Built a Rails API back end to store constellation and star data in a PostgreSQL database
- + Constructed a secure user sign-up and login experience with JWT authorization

Battle of Wits - *Interactive multiplayer trivia game* - [GitHub](#) | [Demo](#)

- + Made Ajax requests to call on a trivia API to gather a database of question and answer data
- + Used jQuery to display questions to a user and set a timer for a response
- + Triggered audio clips to provide users with feedback upon response submission

TECHNICAL SKILLS

Ruby on Rails, JavaScript, ReactJS, Redux, SQL, ActiveRecord, HTML/CSS, jQuery, SVG, Git, Adobe Photoshop

EMPLOYMENT HISTORY

Language in Motion, New York, NY

Software Developer, *May 2017 - Present*

- + Develop application to match language tutors with students based on interests, skill level, and schedule
- + Work on the React/Redux front end adding features, fixing bugs, and styling

The Hit Men, US and Canada

Road Manager/Live Audio Engineer, *November 2011 - October 2016*

- + Maintained 24/7 written and verbal communication with technical staff and venue staff for approximately 70 shows per year in up to 2000-person capacity venues across the US and Canada to assure the highest quality product on show night
- + Directed all audio and visual elements before, during, and after each show
- + Adjusted sound levels and effects to account for various types of room treatments and instrumental arrangements
- + Controlled video using Q-Lab software, addressed artists' needs, made arrangements for merchandise sales and post-show meet-and-greets
- + Enhanced staff morale by maintaining a positive, optimistic attitude during stressful, time-sensitive problem solving situations

Gater Music, Fair Lawn, NJ

Mixing Engineer, *November 2011 - October 2016*

- + Used Digital Performer and other audio software (plug-ins) to mix/edit studio and live recordings to provide the highest quality projects for clients
- + Set up equipment for live and in-studio performances

EDUCATION

Flatiron School - New York, NY - *2017*

- + Full Stack Web Development, Ruby on Rails and JavaScript immersive program

Lehigh University - Bethlehem, PA - *2011*

- + Bachelors: Music Theory and Composition, Minor: Music Industry