

DEVIN HURD

Full Stack Developer

CONTACT

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SKILLS

Javascript
AngularJS
REACT
NodeJS
HTML5/CSS3
PostgreSQL
MongoDB
JQuery
Vanilla Javascript
Knex
Express
RESTful APIs
AWS
Heroku
Git/GitHub
C++
Agile/Scrum Methodology
Test Driven Development

EDUCATION

Galvanize Web Development Immersive
Boulder, CO
Full-Stack Certificate

Dartmouth College
Hanover, NH
Electro-Acoustic Music

York University
Toronto, Canada
BFA in Music Composition - Honours

PROJECTS

Eephus Chatterbox - a conversational, baseball application.
Web Speech API, NodeJS, FreeSports API, AngularJS, Express, PureCSS, PostgreSQL, Alexa Skills Kit - Galvanize Capstone Project
eephus-chatterbox.herokuapp.com/
github.com/HurdAudio/eephus-chatterbox

Goosehire - goose your resume, get hired.
MongoDB, Express, AngularJS, NodeJS, Indeed API, PureCSS, Passport
LinkedIn - Galvanize Q3 Group Project
q3-goosehire.herokuapp.com/
github.com/HurdAudio/q3-goosehire

Re:Note - your markdown note editor in the cloud.
JQuery, PostgreSQL, Express, NodeJS - Galvanize Q2 Group Project
renoteq2.herokuapp.com/
github.com/lindlymatt/nevernote-q2

Freeq Domain - an additive synthesizer in lattice harmonic space.
JQuery, Materialize, Web Audio API - Galvanize Q1 Project
freeqdomain.surge.sh/
github.com/HurdAudio/FreeqDomain

PROFESSIONAL EXPERIENCE

Senior Sound Designer
Yager Development GmbH
Berlin, Germany
Jan 2014 - June 2016

Senior Sound Designer
Ubisoft Toronto
Toronto, Canada
Apr 2012 - Dec 2013

Audio Director
Day 1 Studios
Chicago, IL
Sept 2010 - Feb 2012

Senior Sports Analyst - Audio
Visual Concepts/2K Sports
Novato, CA
April 2009 - Sept 2010

Audio Director
Big Huge Games
Baltimore, MD
Jan 2007 - April 2009

- Established best-practices for *Dreadnought* (a free-to-play title) audio production and integration
- Set tone and direction of giant spaceship battle audio design
- Provided creative audio direction for single-player modes of *Splintercell: Blacklist* (multi-platform).
- In-game reverb design, grenade audio, gadget audio and engineering for motion-capture recording sessions
- Audio direction for F.E.A.R. 3 (multi-platform).
- Management of in-house audio team of 5 and an external team of contractors and composers.
- Maintain and develop new features for broadcast style content in MLB 2K and NBA 2K franchises.
- Engineer recording sessions with professional talent.
- Audio direction for Age of Empires Expansion Pack and an unpublished RPG title.
- Established best-practices for audio integration for in-house game engine.