

James Leggero

Software Engineer

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SKILLS

HTML/CSS/JavaScript, Bootstrap, Bulma, jQuery, Node.js, Express.js, React, Jest, MongoDB, PostgreSQL, Ruby on Rails, socket.io, WebRTC, Git, Python

EXPERIENCE

General Assembly, New York, NY

July 2020-Present

Software Engineering Fellow

- Participated in 12-week immersive program in web development, utilizing JavaScript, React, and Ruby
- Developed full-stack CRUD web applications using relational and non-relational databases
- Selected by instructors as leader/code owner for group unit project
- Nominated and won multiple colleague-voted awards for “Most Helpful” and “Toughest Problem Solver”

Freelancer, New York, NY

2010-Present

Studio Sound Engineer/Production Sound Mixer

- Led post and production sound teams as a key/department head for film, TV, and commercials
- Clients include Comedy Central, ESPN, Vice, Uber, Metropolitan Museum of Art

Killingworth Sound Studios, Killingworth, CT

2013-2016

Staff Engineer

- Served as Lead and Assistant Engineer on recordings for clients
- Clients include 4AD Records, The National

PROJECTS

Coffeetalk - Real-time video chat application utilizing WebRTC, socket.io, MERN, and React-Bootstrap to connect coffee roasters and international coffee farmers

Pizzafreak - Pizza-themed, browser-based memory game utilizing HTML, CSS, JS, and jQuery for front-end DOM manipulation

Harvard Art Museum - Full-stack MERN application utilizing Harvard Art Museum’s API (selected as Group Leader/Code Owner for the project) to build a collection of a user’s favorite pieces

Monkey Mania - Full-stack CRUD web application utilizing MERN and Bulma to create an archival/informational site for various “banana system” music synthesizers

EDUCATION

University of Southern California, Los Angeles, CA

2003-2008

Bachelor of Music, Music Industry