Joshua Dixon

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PROFILE

A determined professional with a background in sound engineering, now transitioning to a career as a web developer. Possessing a BA Honors degree in Popular Music Production, my 7 years experience managing a recording studio gives me a unique blend of creativity, problem solving , organisational skills, and a passion for tech. Known for my dedication, determination, and relentless pursuit of excellence, I thrive in fast-paced environments where I can leverage my love for problem solving and creating innovative solutions.

EDUCATION

Southampton Solent | Southampton   **2011 - 2014**
Popular Music Production (2:1)

Lewisham College| London   **2007 - 2010**
Music Technology *(Distinction)*

Training

IT Career Switch   **July 2023 - Present**
CS50X | Scrimba | Python For Everybody
- Introduction to Computer Science.
- HTML, CSS, Javascript, React.js, Python & C.
- Responsive Web Design.
- GitHub.
- Codecaemy - Full-stack Development.

WORK EXPERIENCE

Centre Mass Studios | London   **2016 - 2023**
Studio Engineer
- Translate client's ideas and concepts into polished, professional-quality productions, leveraging expertise in sound engineering and music technology.
- Preparing the studio environment for client sessions, ensuring all equipment and resources were ready and functional.
- Cultivated strong relationships with clients, providing excellent customer service and addressing their needs and concerns promptly.
- Utilised problem-solving skills to troubleshoot technical issues and ensure smooth workflow during recording sessions.
- Developed and executed comprehensive social media marketing campaigns.

Go Ahead | London   **2015 - 2016**
Bus Operator
- Engaging with customers in a tactful and professional manner.
- Maintaining a tight schedule and ensuring the route is on time to the best of my ability.
- Ensuring all PCVs are fit for service and meet company standards.

Projects

Tea & Toast Music Review Site - *https://teaandtoast.netlify.app/*
React, Javascript, HTML, CSS

A review site that's name reflects my love for a hot beverage.This platform is designed to keep users updated with the latest news headlines and music reviews, all fetched dynamically from a database. Utilising React's state management and the useEffect hook, I ensured that the content is always current. News headlines are organised into groups of five and displayed based on the current page number, which can be easily navigated using the "Next" and "Previous" buttons. This site is also fully responsive using CSS.

Jambakes Bakery Store Page - *https://jamcakes.netlify.app/*
HTML, CSS

This project features a template for a homepage built using HTML and CSS. The simplicity of this website showcases my ability to understand and execute a client's vision effectively. As one of my earlier projects, it serves as a testament to my foundational skills in web design and user experience. Through this project, I demonstrated my proficiency in creating clean, functional, and aesthetically pleasing web layouts.

Pet Sim Game - *https://petsimgame.netlify.app/*
React, Javascript, HTML, CSS

A pet simulation game created using React. DOM dynamically updates to reflect the pet's changing needs. The pet's appearance changes dynamically based on its mood, visually representing its current state and making the game more interactive and visually appealing. The useState hook is employed to manage the pet's state, while the useEffect hook ensures these states deplete over time. This game demonstrates my ability to create interactive web applications using React, manage complex state changes, and provide a seamless user experience with persistent data storage. It's a fun and engaging project that highlights my skills in front-end development and user interface design.

Tenzies Game - *https://joshtenzies.netlify.app/*
React, Javascript, HTML, CSS

This project is a simple yet addictive dice roll game built using React, where users roll dice until all show the same value. React's useState hook manages each die's value and frozen state, while useEffect ensures real-time updates and re-renders. Efficient JavaScript functions handle the game's logic, including randomising dice values, checking for win conditions, and managing the holding mechanism. This game demonstrates my proficiency in React, state management, and creating engaging, interactive web applications.