

JUSTIN MORETTO

Summary

A friendly, hard-working young man, seeking to build a career as a developer. Grateful to be a recent graduate of Lighthouse Labs' Web Dev bootcamp. I thoroughly enjoyed learning languages like Javascript and Ruby, libraries such as React, and frameworks like express and rails, as well as various APIs. A good communicator and calm under pressure. A quick learner with a versatile set of hard and soft skills. Personal interests in gaming, music and audio production.

Projects

Blackjack Switch

Blackjack Switch is a game played in browser. In this variation of traditional blackjack, player's are dealt two hands and have the option to swap the top cards of each hand at the start of their turn. Players create an account, deposit money, and then bet on their hands. Their gains, losses and other stats are tracked in a database and displayed on a leaderboard.

Guitar Market

Marketplace for listing guitars and contacting other sellers. User may search through listings. If they create an account and sign in, they may list guitars to sell, favourite items they are interested in, and contact sellers directly (Twilio API). Built with EJS and SASS. Made with 2 of my peers for Lighthouse Labs bootcamp as our midterm project.

Interview Scheduler

An interview booking/management system built with ReactJS. Users can schedule, edit, and delete appointments, during available time slots, with available interviewers. Linked to an SQL database which is updated via axios requests. Tested with Storybook and Cypress. Independent project that was part of the Lighthouse Labs curriculum.

TinyApp

URL-shortener (like tinyURL). Users must sign in to view, edit, create, and delete their tiny urls. Built with Express framework. Uses bcrypt and cookie-session dependencies to handle login.

Tweeter

A single page web app built with HTML, CSS, JS, jQuery and AJAX on the client-side, and Node, Express and MongoDB on the server-side. A simple twitter clone. User may post tweets which are appended to the timeline. Returns errors if tweets are too many characters, protected against XSS attacks.

Spooky Maze

A game where the player must navigate a dimly lit maze to find the exit, while evading enemies. Made in about three weeks for a Halloween-themed online game jam. Built with three of my friends in Unity/C#.

Employment

1-800-Got-Junk?

Truck Team member

150 Boulevard Montréal-Toronto, Lachine, QC

July 2019 to May 2020

- Drove a junk truck along time-sensitive routes, to collect junk to be recycled and collect payment from clients
- Communicated and coordinated with clients and our warehouse depot, in English and French
- Used tools to dismantle various structures and furniture, to be transported safely and recycled
- Heavy lifting; Followed strict workplace safety protocols

Self-Employed

Music teacher & recording/mix engineer

My Home studio

Spring 2014 to Current

- Giving private guitar, bass and music theory lessons to students of various ages, children to adults
- Recording, writing, producing and mixing music for local artists (variety of genres, mostly rock and hip-hop)
- Post production for Podcasts, short indie films and student films

Keywords Studios

Functionality QA Tester

Nordec 1700 Saint-Patrick St. Montreal, QC H3K 1A7

Sept. 2018 to June 2019

- Tested video games on PC, Mac, Xbox, PS4 and mobile dev kits
- Used tools like Jira, Confluence, OBS, Avidimux and Google sheets/forms to document and report bugs and issues to developers

The Comedy Nest

Sound & Lighting Technician (Part-Time)

2313 Saint-Catherine St W 3rd Floor, Montreal, Quebec H3H 1N2

July 2018 to Nov. 2020

- Operated sound board, lighting board, microphones during showtime
- Coordinated shows with comedians, musicians, variety acts and venue staff

AV Pro & Location Chic Rentals

Audio-Visual Tech & General Labourer

2245 Rue Léger, LaSalle, QC H8N 2V7

Mar. 2016 to Feb. 2018

- Event set-up & tear-downs (variety of corporate and social events). Set up sound systems, lighting, video, furniture and decor
- Onsite audio/visual technician, technical support and soundboard operator
- Occasional truck driver
- Warehouse worker, ensured stock gets returned to it's proper place, including all wires, cables, etc. Heavy lifting

EA Mobile

Mobile QA Tester

3 Place Ville Marie, Montreal, Quebec H3B 2E3

Spring 2015 to Mar. 2016

- Tested mobile video games on various smart phones and tablets for EA games
- Used tools like Jira, Confluence, OBS, Avidimux and Google sheets/forms to document and report bugs and issues to developers

Contact

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🔄 Justin-Moretto

Education

Lighthouse Labs

Oct. 2020 to Feb. 2021

Diploma Full-Stack Web Development 2021

Vanier College

Aug. 2012 to Feb. 2013

AEC Audio Recording Technology 2013

Loyola High School

2005 to 2010

Skills

LANGUAGES

Javascript

HTML

CSS

Ruby

C#

FRAMEWORKS, LIBRARIES, ENVIRONMENTS

NodeJS

ReactJS

Ajax

jQuery

Express

EJS

SASS

Bootstrap

Rails

SYSTEMS, CMS, DATABASES

Git

SQL

PostgreSQL

TESTING

Mocha

Chai

Jest

Storybook

Cypress

Jira

NON-WEB DEV SKILLS

Cubase

Adobe Photoshop

Adobe Premiere

Audio Recording & Production

Multi-Instrumentalist

Music & Audio Theory

Songwriting