

DOMINIC W. MISASI

FULL STACK DEVELOPER

CONTACT

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EDUCATION

UNIVERSITY OF MINNESOTA

Full Stack Dev Bootcamp

June 2022

HUSSON UNIVERSITY

B.S. in Communications Tech

May 2016

SKILLS

FRONT END

- HTML, CSS
- Javascript/Jquery
- React
- Bootstrap, MaterializeCSS

BACK END

- Node.JS, ExpressJS, bcrypt
- MERN Stack Development
- RESTful APIs and GraphQL
- MySQL, SQLite, MongoDB
- AWS, Multer
- Apollo Server

ADDITIONAL

- Heroku Deployment
- MongoDB Atlas
- HowlerJS
- Electron
- Python 3

EXPERIENCE

UNTITLED UNREAL ENGINE VR PROJECT

Technical Sound Engineer

(November 2019 – Current)

- Developed data driven audio components to handle complex audio interactions including character vocalizations and player interaction
- Designed and implemented a real-time music playback system to seamlessly transition between music elements

Llama Player

Solo Developer

(January 2022 – Current)

- Solo developing an electron-based music player designed for android and desktop platforms.
- Utilizing third party APIs to fetch metadata and album artwork to dynamically generate playback info.

National Park Catalog

Solo Developer

(June 2022 – Current)

- Solo developing a website to browse United States' National Parks
- Built custom API to fetch park data and images from a Grist third party database using their RESTful API

CONTINGENCY

Audio Director and Programmer

(May 2017 – December 2021)

- Lead Implementation of Audiokinetic's Wwise middleware into Unreal Engine 4
- Developed the implementation methods for nearly 2,000 audio cues

Freelance Sound Engineering

Solo Endeavor

(January 2019 – Current)

- Designed, built, and maintained multiple different websites to host my portfolio work.
- Site developed throughout my career, starting with static HTML and CSS, moving to WordPress, and now utilizing React