

DOMINIC W. MISASI

FULL STACK DEVELOPER

CONTACT

✉ info@dominicmiasi.com

📍 Nampa, Idaho

🌐 DominicMiasi.com

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

FIXTURE

Full Stack Developer

(May 2022)

- Implemented the photo and file upload and retrieval from an AWS S3 bucket using the AWS-SDK to allow for users to customize their products and support multiple product file formats
- Implemented a global state to provide data persistence for the user's shopping experience

Llama Player

Solo Developer

(June 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 information.

Photo Reviewer

Project Manager

(June 2022)

- Designed, architected, and lead the development of a photography preview and approval service.
- Developed and supported the AWS S3 bucket and image uploading components that allow users to upload photos to the service.

UNTITLED UNREAL ENGINE VR PROJECT

Technical Sound Engineer

(November 2019 – Current)

- Developed data driven audio components to handle complex audio interactions including character vocalizations, VR player interactions, and music playback

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