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, VR player interactions, and music playback

Llama Player
Solo Developer
(June 2022 – Current)

- Solo developed an electron-based music player designed for android and desktop platforms.
- Utilized 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.

CONTINGENCY
Audio Director and Programmer
(May 2017 – Current)

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

TARGET
Dedicated Business Owner
(Sep. 2018 – Current)

- Lead the stocking, zone, and visual merchandising for the Stationary Office department