# Mike Sapienza

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## FULL STACK DEVELOPER

Experienced in Ruby and JavaScript based frameworks such as Ruby on Rails and React. Comfortable with MVC pattern and OO programming. Background in live sound engineering, and large-format events. Possess strong skills in troubleshooting, communication, and quick learning that help forward-thinking companies build solid, innovative applications. Through working in live sound for a decade, I've sharpened my troubleshooting skills and can solve technical problems quickly and efficiently.

## TECHNICAL SKILLS

Ruby, Rails, SQL, JavaScript, React, Redux, HTML5, CSS, Bootstrap, Semantic, Networking, MVC, Object Oriented Programming, PostgreSQL, RESTful routes, Git

## TECHNICAL PROJECTS

**Staged GitHub FE** | **GitHub BE** | **App** | React/Rails
Staged is a social media platform for musicians to promote their art in a curated space
- Utilized a custom JWT authentication and stored Web Tokens for encrypted user information client-side
- Styled the front-end application using Bootstrap React
- Deployed Thunk for all dispatch actions to ensure smooth load handling
- Used Active Storage to store images on the app to an AWS S3 bucket

**DCCCVIII GitHub** | **App** | JavaScript
A drum machine inspired by retro hardware where users can create and save unique songs created within the app
- Created custom engine to control BPM and playback of audio files
- Deployed Bootstrap to stylize application to model analog music hardware
- Structured API using PostgreSQL to allow for quick data access

**Eventopedia GitHub** | Rails
An app for companies within the live events industry to manage schedules and inventory
- Handled logins with Rails sessions to ensure login data was stored
- Styled with Bootstrap to deploy a clean, professional look
- Utilized multiple Rails validations to ensure inventory management was correct
- Used Active Model Serializers to ensure data received from API was succinct

## EXPERIENCE

**Freelance Audio Engineer**                                                                      Chicago, IL
Front Of House/Monitor Engineer                                                         09/2010 - Present
- Hired as permanent Sound Engineer for artist "Noname" and managed audio-related logistics for many headlining national and worldwide tours
- Subcontracted by many regional companies to deploy and manage large-scale sound systems at festivals around the country such as Lollapalooza
- Installed and tuned sound systems utilizing many networked audio components

## EDUCATION

**Flatiron School**                                                                                  Chicago, IL
Full Stack Web Development, Ruby on Rails and JavaScript program         09/2020 - 01/2021

**Columbia College Chicago**                                                             Chicago, IL
Bachelor of Arts in Audio Arts & Acoustics - Live & Installed Sound                01/2013