

# QUINTON SMITH

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<https://github.com/SmithQuinton> | Portfolio: <https://smithquinton.github.io/QuintonSmith/>

## SUMMARY

Full Stack Web Developer with a background in music and life-long dedication to learning. Effective at combining creativity and problem solving to develop user-friendly applications. Known among staff for strong wit and attention to detail no matter the complexity of the project.

## TECHNICAL SKILLS

**Frameworks & Library:** React, Node, Express, jQuery, Bootstrap

**Web Technologies:** JavaScript, AJAX, JSON, HTML5, CSS3

**Database:** MongoDB, MYSQL, SQL Server

## PROJECTS

**Musify** | Link to Github: <https://github.com/shodges201/Musify> |

Link to Deployed Project: <https://shodges201.github.io/Musify/>

- Musify will provide users with an interface to search for Artists, Venues, or Location in order to receive information about the search term. This is to create a platform where different search parameters are imputed with multiples search results on different pages.
- My main focus was on the layout and structure of each page of the project
- HTML, CSS, Bootstrap, JavaScript

**Keep It Local** | Link to Github: <https://github.com/shodges201/Keep-it-local> |

Link to Deployed Project: <https://keep-it-local.herokuapp.com/>

- Keep It Local is a site where users can anonymously post and promote local events
- My main focus on the project was to help design the layout of each page. Also was in charge of the README page.
- Materialize, Handlebars, Moment, Passport, Geocoder, HTML, CSS, JavaScript

**Sabotage** | Link to Github: <https://github.com/shodges201/Sabotage> |

Link to Deployed Project: <https://sabotage-game.herokuapp.com/>

- Sabotage is a hangman web app with a twist. The game was designed to be extremely difficult to win
- I was responsible for the roulette wheel feature in the game as well as the README
- HTML, CSS, MongoDB, Express.js, React, Passport.js, Moment.js, Material UI, Pusher

## EXPERIENCE

February 2020 - May 2020

**C+A Global, Edison, NJ** - *Quality Assurance Specialist*

- Planned and developed test plans for different products and phone applications
- Manual and automation testing ensuring quality deliverables
- Reproduce and document defects reported
- Improved process to evolve testing process

January 2016 - April 2016

**OK! Good Records/Radikal Records/GummiBearIntl, Bogota, NJ** - *Intern*

- created press releases for various artists and bands associated with the label
- organized metadata spreadsheets and tracked the amount of audio/video plays from various streaming services weekly
- optimized YouTube videos and other content pertaining to single and album releases
- communicated with college radio stations across the country sending them new music to play.

May 2015 - August 2015

**INDMUSIC, Brooklyn, NY** - *Digital Music Intern*

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## EDUCATION

June 2019 - September 2019

**Bootcamp Certificate:** Rutgers, Somerset, NJ

A 12-week intensive program focused on gaining technical programming skills in HTML5, CSS3, Javascript, JQuery, Bootstrap, Firebase, Node Js, MySQL, MongoDB, Express, Handelbars.js & ReactJS.

September 2011 - May 2016

**William Paterson University**

- B.A. Music with Popular Music Emphasis