

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

January 2016 - April 2016

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

- As an intern at OK!Good Records I worked on creating 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 and also communicated with college radio stations across the country sending them new music to play.

May 2015 - August 2015

INDMUSIC, Brooklyn, NY - Digital Music Intern

- INDMUSIC is a global rights administration network and YouTube certified MCN with proprietary digital tools and services to increase used revenue and artist development on emerging platforms such as YouTube, Soundcloud and Daily Motion. As an intern, I worked on rights management and channel strategy for artists.
- assisted artists and labels manage their rights on YouTube
- worked on managing the licensing and rights for various video clips

EDUCATION

June 2019 - September 2019

Bootcamp Certificate:Rutgers, Somerset, NJ

A 24-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