SEAN MICHAEL FEINER

Full-Stack Web Developer

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I am a developer, writer, curator and artist with a passion for emergent art and music technologies and the cultures and platforms they generate. As a digital and performative creative my expertise is developed through research, dynamic and agile problem solving, and project development and management between academic, music, nightlife, and tech industries.

SKILLS

JavaScript - React, Vue, Next, Node, Express
SQL - Postgres, Mysql, Sequelize ORM
NoSQL - Mongo.db
Python - Django, Flask

PROJECTS

General Assembly, Seattle, WA   12/2020 - 03/2021
Software Engineering Immersive Program
Applied skills in X, Y, and Z in a 500-hour full-time course. Developed a portfolio of projects:
'Projekt Pinball' - Iterative web-based pinball game. First implementation built completely in vanilla javascript with unique physics and game engine using Canvas API.
Planeswalker Portal - Full Stack Web application for desktop, providing users with card collection, management, and deckbuilding tools for Wizard of the Coast's Magic the Gathering. Social media aspect etc….
Untitled React Project -P3
Rave Scout Cookies - P4

EXPERIENCE

University At Buffalo, Buffalo, NY | Adjunct and Curriculum Instructor   08/2012 - 06/2019

New Buffalo Shirt Factory, City, ST | Screen Printing Ass. and QA supervisor   MM/YYYY - MM/YYYY
[Delivered # Xs using ABC for the purpose of LMNOP]
[Accomplished X resulting in Y]
[Accomplished Z when enabled K]

Workplace, City, ST | Title   MM/YYYY - MM/YYYY
[Delivered # Xs using ABC for the purpose of LMNOP]
[Accomplished X resulting in Y]

EDUCATION

General Assembly, Software Engineering Immersive Online, Seattle, WA 12/2020 - 03/2021
University at Buffalo, MFA Media Study, City, ST   06/2019
Brown University, BA Modern Culture and Media with Honors, PVD RI   05/2011