

AMANDA BARRAFATO *Software Engineer - Audio Engineer - Musician*

amabarrafato@gmail.com • [linkedin.com/in/amanda-barrafato](https://www.linkedin.com/in/amanda-barrafato) • amanda.dev • github.com/amabarr

RELEVANT SKILLS

Software Engineering: JavaScript/ES6 • React frameworks (Redux, Gatsby.js) • C++ • HTML5 & CSS3 • Node.js • SQL/PostgreSQL • Sequelize • Heroku • JavaScript Testing Libraries (Mocha, Chai, Jasmine) • Express.js • JUCE
Audio/Video: Pro Tools • Understand and can operate digital and analog consoles (Midas, Yamaha, DigiCo, iLive) • ATEM Video Switcher • Arduino • Smaart • Max/MSP • Ableton Live • Guitar Maintenance • Guitar.

PROJECTS

AMBSynth | Software Engineer | February 2021 | <https://amb-synth.herokuapp.com/>

- Developed synthesizer web application using Tone.js over a weekend long hackathon.
- Made front end views and managed state with React and React Hooks.

Xquisite Corpse | Full Stack Software Engineer | December 2020 | <https://xquisitecorpse.herokuapp.com/>

- Co-developed application MVP, UX flow and views for game play features
- Utilized Socket.io library to create game-play WebSocket calls.
- Implemented a responsive HTML5 Canvas for drawing with the Konva library.

GraceCropper | Full Stack Software Engineer | November 2020 | <https://grace-cropper.herokuapp.com/>

- Co-developed application backend, database schema design for products, cart, orders, and users.
- Co-delegated & managed 25% of product iterations towards a successful RESTful MVP
- Co-designed secure back-end route protection & authorization protocols to safely manage sensitive customer information

RELEVANT EXPERIENCE

The Grace Hopper Program at FullStack Academy, New York, NY -- Software Engineer Teaching Fellow

January 2021 - Present

- Mentored over 60+ junior software engineers using the NERD stack, software architecture/design, and debugging strategies.
- Conducted 20+ Technical Interviews for prospective students.
- Served as a product manager for 4+ teams, using agile methodologies as they rapidly designed, developed, tested, and deployed their own web applications.

Self-Employed, New York, NY -- Freelance Audio Engineer

May 2016 - March 2020

- Assembled sound and video systems for bands, theatre, and fashion week events.
- Interfaced with clients, developed sound systems and technical paperwork based on their needs.
- Mixed bands and events as Monitor or Front-of-House Engineer on digital and analog consoles.
- Troubleshooted issues in a timely manner in order to keep shows running smoothly.

Celebrate Brooklyn!, Brooklyn, NY -- Deck Audio Supervisor

May 2017 - September 2017

- Generated input lists and other technical paperwork for over 25 concerts based on artists needs.
- Managed audio crew of five interns and two apprentices on a day-to-day basis for daily stage set-up, soundcheck, show, and changeovers.
- Acted as System Technician, maintained/repaired in-house equipment and system including but not limited to: soldering cables, crimping CAT5E, analyzing speakers frequency response with SMAART.

EDUCATION

Fullstack Academy - The Grace Hopper Program | Software Engineering & Full Stack Web Development | Jul 2020 - Dec 2020

New York University, New York, NY | Bachelor's of Music in Music Technology | September 2013 - May 2017