Amanda Marie Barrafato

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TECHNICAL SKILLS

Javascript, PostgresQL, Express, React/Redux, Node.js, Sequelize, Git, HTML, CSS, Heroku, Mocha, Chai, Jasmine, Axios, OAuth, Travis CLI, Pro Tools, Mocha, Chai, Understand and can operate digital and analog consoles (Midas, Yamaha, DigiCo, iLive), ATEM Video Switcher, Arduino, ClearCom, Max/MSP, Garageband, Ableton Live, PC & Mac literate, Guitar Maintenance, Guitar.

PROJECTS

XquisiteCorpse, 1 of 4 developers || https://xquisitecorpse.herokuapp.com/   December 2020
An online version of the drawing game, Exquisite Corpse.
- Utilized Socket.io library to create game-play WebSocket calls.
- Made front-end views and managed state with React.
- Implemented a responsive HTML5 Canvas for drawing with the Konva library.

GraceCropper, 1 of 4 developers || https://grace-cropper.herokuapp.com/   November 2020
A e-commerce site for Crop Tops, Crops, and Cropped Pictures with auth, filtering, stripe, and cart features for easy checkout
- Designed database schema using PostgresQL.
- Created seed with mock data using faker.js.
- Wrote RESTful API to supply front end with data using Express and Sequelize ORM.
- Made responsive front-end views with React and React-Bootstrap.
- Simplified state management using React-Redux.
- Designed and implemented an administrator role, to allow administrators to add or update users and products.

EXPERIENCE

The Grace Hopper Program at FullStack Academy, New York, NY   January 2021 - Present
Software Engineering Teaching Fellow
- Mentored over 30 students using the NERD stack, software architecture/design, and debugging strategies
- Conducted Technical Interviews for prospective students in Javascript
- Lead standups and tracked progress for multiple teams of 3 - 4 students creating fullstack applications

Self-Employed, New York, NY   May 2016 - March 2020
Freelance Audio Engineer
- Assembled sound and video systems for bands, theatre, and fashion week events.
- Mixed bands and events as Monitor Engineer, or Front-of-House Engineer on digital and analog consoles.
- Troubleshooted issues in a timely manner in order to keep shows running smoothly
- Freelanced for Audio Inc, Audible Difference Inc., Bowery Ballroom, Cleopatra, Company XIV, NYU Skirball, St. Ann's Warehouse, Tribeca Center for Performing Arts.

Celebrate Brooklyn!, Brooklyn, NY   May 2017 - September 2017
Deck Audio Supervisor
- Loaded-in sound system (in-house PA with supplementary rental package).
- 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.
- Advanced audio and backline needs with 1-3 acts per concert, negotiated backline rental on a per-show basis.
- Generated input lists and other technical paperwork.
- Managed audio crew of five interns and two apprentices on day-to-day basis for daily stage set-up, soundcheck, show, changeovers.

EDUCATION

Grace Hopper Academy, New York, NY   December 2020
Certificate, Software Engineering
17-week Full Stack Immersive

New York University, Steinhardt, New York, NY   May 2017
Bachelor of Music: Music Technology