

## SKILLS

JavaScript, Ruby, Ruby on Rails, React, Redux, SQL, HTML, CSS, Git, MongoDB, PostgreSQL, Node.js, Linux, Express.js Amazon Web Services (AWS S3), Heroku, Object Oriented Programming (OOP), Test Driven Development (TDD), Webpack, jQuery

## PROJECTS

**Bandlamp** | *(React / Redux, Ruby / Rails 5, PostgreSQL, AWS S3)*

[live](#) | [github](#)

**Full-Stack single-page application for browsing and streaming of music for bands and musical artists.**

- Integrated secure user authentication, combining BCrypt password encryption with Rails database validations HTTP response error handling to render accurate sign-in, sign-up, sign-out, and error information to the user.
- Implemented a properly normalized state allowing for fast and seamless browsing across a media rich environment by taking advantage of React and Redux's efficient handling of store.
- Incorporated AWS S3 cloud storage with Rails and PSQL for fast and safe management of large media files.

**Progress Slacker** | *(Javascript, React, Redux, Node, Mongoose, Express, Node (MERN))*

[live](#) | [github](#)

**MERN Stack single-page application where users can create fun templates and memes to be viewed on the site.**

- Devised media management process for rendering user-uploaded image files as compressed DataURIs for storage and retrieval in a limited space MongoDB.
- Built a responsive user interface for simple, dynamic image editing using HTML 5 Canvas.
- Integrated a "like" system where users can tag images they enjoy and collectively review them on a personalized show page.

**JavaScript Oscilloscope** | *(JavaScript, AudioContextAPI, CanvasAPI)*

[live](#) | [github](#)

**Built in JavaScript, application for generating tones and rendering visualization of the resulting sine wave.**

- Explored the Javascript AudioContextAPI, specifically the OscillatorNode interface, to produce variable drones with user interface for controlling frequency and gain.
- Utilized core principles of object oriented programming (OOP) to integrate disparate entities, the AudioContext Oscillator nodes and the HTML 5 Canvas elements, to generate an animated oscilloscope feature by dynamically calculating changes based on user affected controls.
- Designed an original, intuitive, and striking interface which coaxes user interaction without prompt or need for guidance.

## EXPERIENCE

Distance Learning Program Coordinator

Aug 2016 - Sept 2017

Digital Education Specialist for Distance Learning  
2019

Sept 2017 - Jan

*Manhattan School of Music*

- Administered the implementation and schoolwide adoption of a learning management system (Canvas) through processes of designing initiatives, leading faculty and student workshops, assisting in the creation and curriculum structure of online classes.
- Expanded the faculty and student user base from 4 faculty utilizing the technology in 5 classes in the first semester to dozens of faculty and all enrolled students (600+) within 2 years.
- Designed and developed initiatives to accelerate the LMS project adoption including informational media, design templates, instructional documentation, instructional videos, and managing related interdepartmental coordination.

French Horn 1

Jan 2019 - March 2020

*Les Miserables 2017 North American Tour*

- Performed 8 shows weekly to sold-out, 2000+ seat theaters, amounting to over 500 performances of Les Miz.
- Served as union steward for the orchestra,

## EDUCATION

AppAcademy - 16 week full-stack, software development program teaching comprehensive FE, BE curriculum. a/A 2021

Temple University - *Master of Music, French horn, 2008-2010*

Indiana State University - *Bachelor of Science in Music, 2003-2008*