Chris Ficht

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TECHNICAL SKILLS

Languages: TypeScript, JavaScript, SQL, Sass, CSS, HTML
Frameworks/Libraries: React, Redux, Next.js, NestJS, Express, Socket.IO, WebRTC, Puppeteer
Databases: MySQL, PostgreSQL, Redis, MongoDB, DynamoDB
Cloud Computing: Docker, Terraform, Amazon Web Services, Google Cloud Platform
Testing: Jest, React Testing Library, Q-Unit
Miscellaneous: Git/Github, FFmpeg, Pro Tools

EXPERIENCE

Software Engineer
Sept. 2020 – Present
Brandlive
Portland, OR

- Plays an integral role in the development of Greenroom, a video production tool designed for creating TV-like events encompassing live, pre-recorded, and mixed formats
- Spearheaded the development of the broadcasting engine which seamlessly streams high-quality video using virtual machines on the AWS infrastructure
- Contributes significantly to front-end and back-end development of a wide range of features utilizing a vast array of frameworks and libraries
- Actively participates in regular team meetings, sprint planning sessions, and retrospectives to facilitate continuous improvement in development processes and features

Freelance Software Engineer
July 2020 – Aug. 2020
AstralTunes
Portland, OR

- Independently developed a dynamic synthesizer component that leverages Tone.js and the Web Audio API to transform date-based data into downloadable musical compositions
- Implemented responsive design techniques to ensure the synthesizer was accessible and user-friendly on both desktop and mobile devices
- Collaborated closely with the client to understand their vision and requirements, providing regular updates and incorporating feedback into the development process

Music Instructor and Audio Engineer
June 2018 – Dec. 2019
Bach to Rock
Hillsboro, OR

- Provided theory, performance, and technical instruction on a variety of musical instruments and sound engineering technologies to individuals and ensembles
- Used personalized lesson plans and creative skills to best serve students' musical preferences, goals, and skill levels
- Proficiently operated recording consoles, mixing boards, and digital audio workstations, ensuring optimal sound quality and technical performance

EDUCATION

Alchemy Code Lab
Portland, OR
Certificate of Training in Full Stack Web Development
Jan. 2020 – June 2020

New York University
New York, NY
Master of Music in Music Technology
July 2015 – Jan. 2018

University of Oregon
Eugene, OR
Bachelor of Arts in Music Performance
Sept. 2005 – Aug. 2010

PROJECTS

Family Calendar | *React, Redux, Next.js, Amplify, Cognito, GraphQL, DynamoDB*
- Developed a calendar application using the Next.js and Amplify frameworks
- Used GraphQL, DynamoDB, and Redux to manage user data
- Implemented authentication using Cognito

The Nintendo API | *Node.js, Express.js, MongoDB, Cheerio*
- Developed an API that provides character and game information for Nintendo franchises
- Utilized Cheerio to extract information from various online resources as seed data
- Used MongoDB's Aggregation Pipeline to create endpoints for retrieving specific information