

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 on Amazon EC2 instances using Node.js, Puppeteer, and a custom Chrome extension
- Creates reusable interactive UI components using React/Redux and robust RESTful APIs and microservices using Express, NestJS, MySQL, and Redis
- Contributes to the ongoing enhancement of application communication using Socket.IO and a dedicated synchronization microservice
- 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 using React that leverages Tone.js and the Web Audio API to transform data-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

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

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