

Chris Ficht

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EDUCATION

Alchemy Code Lab

Certificate of Training in Full Stack Web Development

Portland, OR

Jan. 2020 – June 2020

New York University

Master of Music in Music Technology

New York, NY

July 2015 – Jan. 2018

University of Oregon

Bachelor of Arts in Music Performance

Eugene, OR

Sept. 2005 – Aug. 2010

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 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

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

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

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