

CHRIS FICHT

FULL STACK SOFTWARE DEVELOPER

SUMMARY

Software developer who thrives in collaborative work environments and enjoys challenging experiences that provide growth opportunities. Skilled at applying creative and practical problem-solving techniques to diverse teams.

SKILLS

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

EDUCATION

Alchemy Code Lab	2020
Certificate of Training Full Stack Web Development	
New York University	2018
Master of Music Music Technology	
University of Oregon	2010
Bachelor of Arts Music Performance	

WORK

Software Engineer — Brandlive 2020 — Present

- 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 Engineer — AstralTunes 2020

- 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.
- Completed the project within the agreed-upon timeline, meeting all deliverables and client expectations.

Music Instructor and Audio Engineer — Bach to Rock 2018 — 2019

- 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.

SELECTED PROJECTS

Family Calendar React, Redux, Next.js, Amplify, Cognito, GraphQL, DynamoDB

Calendar application built using the Next.js and Amplify frameworks that a user can customize with specific events for each member of their family. GraphQL, DynamoDB, and Redux were used to manage user data and authentication was implemented using Cognito.

Secret Menu React, Redux, Node.js, Express.js, MongoDB

Full stack food-ordering application for businesses and customers that gives restaurant owners the ability to create polls for determining future offerings. I was responsible for front-end logic, incorporating third-party libraries, and building a state management system with Redux.

The Nintendo API Node.js, Express.js, MongoDB, Cheerio

API that provides character and game information for Nintendo franchises. Cheerio was utilized to extract information from various online resources as seed data. MongoDB's Aggregation Pipeline was then used to create endpoints with the data for retrieving specific information.