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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

New York University   *2018*
Master of Music
Music Technology

University of Oregon   *2010*
Bachelor of Arts
Music Performance

Alchemy Code Lab   *2020*
Certificate of Training
Full Stack Web Development

WORK

Product Engineer — Brandlive   *2020 — Present*

- Plays an integral role in a cross-functional team of full-stack developers dedicated to building Greenroom, a sophisticated browser-based 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 Developer — AstralTunes   *2020*

- Independently developed a dynamic synthesizer component for a web application, leveraging Tone.js and the Web Audio API to transform date-based data into musical compositions that can be downloaded by users.
- 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 Recording 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.