Brian Cherchiglia

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FULL STACK WEB DEVELOPER - SOFTWARE ENGINEER

I'm a Software Engineer and Fullstack Web Developer specializing in React (MERN Stack), Python, Django, Javascript, Express.js, Node and more. I come from a background primarily rooted in the music industry and the cultivation of DIY art scenes. My credits in the music industry from soundtracking & sync licensing include major video game franchises like *Grand Theft Auto, FIFA* and F*allout 3.* Within my first two weeks studying Web Development, I'd already completed five browser-based games, within the first few months I had four full stack web applications all built in a diverse array of tech stacks. From starting my own businesses to working at Fortune 500 companies, my background & expertise make me a one-of-a-kind candidate who marries creativity and productivity with a personable signature.

TECHNICAL & INTERPERSONAL SKILLS

Languages: Python, JavaScript, SQL, Mongo, JSON, Typescript, EJS, DTL, HTML, CSS & more
Libraries and Frameworks: React, Express, Django, Mongoose, Jquery, Bootstrap, Material UI, Materialize
Databases && other: PostgreSQL, MongoDB, RESTful Routing and APIs, JSON, AWS, S3, Axios
Interpersonal skills: curation, project management, leadership, management, public speaking, creativity

TECHNICAL PROJECTS

[SMOKE](#) - [GitHub](#) | [App](#) - MongoDB | Express.js | Node | React | CSS
A social network I designed for creatives to share Intellectual Property
- Entire Frontend built using React and CSS using react-router-dom features such as useRef, useParams & useLink
- Framework / Backend architecture is engineered using Express.js implementing several data Models
- Achieved MVP 6 days before deadline and added edit functionality to comments and more advanced like buttons

[CLEARANCE](#) - [GitHub](#) | [App](#) - Python | Django | postgreSQL | Materilialize
User-Based online hub for confirmed UAP/UFO Sightings
- Used Django to design fully interactive database for confirmed UAP/UFO Sightings composed entirely with Python
- Implemented high resolution photo and video storage using AWS S3
- Group project where I was Git Manager for the dev team, handled all merges, migrations, conflicts and code sync
- Completed 4 days before deadline then added increased resolution functionality for photos and videos as well as a comment thread for specific cases

[SLICE](#) - [GitHub](#) | [App](#) - Express.js | Node | MongoDB | Mongoose | Javascript | CSS | OAuth
Fully interactive social-media based Power Rankings site for NYC Pizzerias
- Entire framework built using Express.js & Node and utilized MongoDB for Database
- User Interaction and Outside Authorization achieved using OAuth through Google's People API
- Completed 6 days before deadline

[Boomtown PONG Edition](#) - [GitHub](#) | [App](#) - HTML | CSS | Javascript
The Pong Edition of BOOMTOWN marries the vintage feel of Atari's revolutionary PONG title with the Arcade classic of Air Hockey.
- Implemented a two player interface using Keyboard Controlled Event Listeners 'onClick'
- Utilized CSS Grid and Flexbox to design an aesthetically correct replica of a Hockey Rink for front end development
- Calculated collision detection and directional change using Javascript

[Connect Four, Charlie Murphy](#) - [GitHub](#) | [App](#) - HTML | CSS | Javascript
A humorous take on the classic game CONNECT FOUR where you're Charlie Murphy competing against Prince
- Created and conceptualized game concept using CSS Grid and Flexbox for Front End Development
- Designed a modern, comedic frontend theater for gameplay in CSS by using Gif as background image and background-size.
- Composed the winning logic parsing the FlexGrid as an array using Javascript for backend functionality

CAREER HIGHLIGHTS

Boogie Down Synch, Creative Specialist (Sync Licensing)   *Bronx, NY, 05/2021 - 02/2023*
- Catalog archivist and creative specialist, music supervisor for trailer music catalog

- Formulaically sorted through entire publisher catalog for keywords & search criteria for pitches & syncs
- Created unique and individually curated playlists for client needs depending on project's lexicon

Cut Weirder, Agent (Live Music / Touring) & Public Relations
Los Angeles, CA, 02/2016 - 04/2020
- Founded independent startup agency for unsigned artists on tour who needed professional PR such as Fruit & Flowers, Dream Phases, The Bottom Dollars and Fiona Silver
- Demonstrated exceptional public relations acumen in competitive, high-volume, deadline-based environment
- Utilized superior networking abilities, decorum and interpersonal skills securing new press opportunities for artists

Knitting Factory Entertainment, Talent Buyer
New York, NY, 01/2015 - 01/2016
- Began as assistant talent buyer but was promoted in first year for Brooklyn's live music venue The Knitting Factory
- Secured booking of live/touring music and comedy acts such as Hannibal Burress, Dismemberment Plan

Bowery Electric, Talent Buyer
New York, NY, 01/2013 - 03/2015
- Began as assistant talent buyer and was promoted to senior talent buyer in2nd year
- Secured booking of live/touring music acts for both performances spaces of famed music venue on the Bowery

STAR Education, Teacher
New York, NY & Los Angeles, CA 02/2012 - 05/2017
- Taught Music in Schools (K-6) as extracurricular class in school districts who had lost their internal arts programs
- Demonstrated exceptional group dynamics, leadership skills in the results-based environment of a classroom setting

Curator, space on white
New York (SoHo), NY, 08/2012 - 09/2013
- Curated independent art, dance & performance space in SoHo
- Secured booking of month-long artists in residency, assisted in installations and exhibit design
- Demonstrated superior calendar management, booking five different rehearsal spaces

TK421 Music, Co-Founder & President
Brooklyn, NY, 11/2009 - 12/2012
- Founded Independent Music Publisher for unsigned recording artists
- Secured high profile sync licenses for signed artists with clients such as *Target*, *Ogilvy* & *Ubisoft*
- Responsible for assembling/scouting entire artist roster, creating unique contract and deal structures per artist (A&R)
- Demonstrated advanced skills as curator, constructing a diverse, inclusive roster of all major genres & niches

Warner Music Group, Sync Licensing Coordinator (Video Games & Ads)
New York, NY, 06/2007 - 08/2009
- Soundtracked several high profile video game franchises & advertising firms on the music publishing side
- Secured sync licenses for major artists *(Dr. Dre, Led Zeppelin* and others) in titles such as *Grand Theft Auto, FIFA, Madden,* trailers such as *Fallout 3*, *Bioshock* (and more) for clients such as *Electronic Arts, Rockstar* & *Activision*
- Demonstrated ability to excel in high-volume, fast-paced, deadline centric work environment

EDUCATION

General Assembly, Software Engineering
New York, NY, Graduated: 07/2023
Full-stack software engineering 420+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, cloud based infrastructures and team collaboration strategies.

Berklee College of Music, Bachelor's Degree in Music Business & Management
Boston, MA, Graduated: 05/2008