

Christian Winkler - Frontend Developer

Objective Statement

Creative Frontend Developer skilled in React, TypeScript, and Next.js, seeking to leverage experience and passion in building responsive, scalable, and eye-catching web applications. Eager to learn and grow in a professional environment while designing fantastic user experiences.

Skills

Core Competencies

React
TypeScript
Next.js
Tailwind CSS

Broad Proficiencies

Responsive UI/UX
API Integration
CSS
Git
NoSQL

Intangibles

Creative
Agreeable
Flexible
Passionate
Problem Solving

Professional Experience

DJ / Sound Engineer

Uptown Entertainment (Aug 2022 - Present)

- Showcased MC skills by engaging and entertaining a variety of audiences.
- Mixed music seamlessly to create a dynamic and energetic atmosphere at events.
- Organized and executed successful events by planning and coordinating all logistical aspects.
- Selected songs strategically to create the desired mood and ambiance.
- Set up and maintained equipment to ensure optimal sound quality and performance.
- Engaged the crowd by interacting, encouraging participation, and creating a lively atmosphere.

Frontend Web Developer

ContentXYZ (Feb 2023 - Jun 2023)

- Temporary contract position
- Created custom NFT mint tool for podcasters
- Multi page form design with responsive UI
- Designed branding and logo
- Implemented HTML/CSS to create visually appealing and user-friendly web pages.
- Utilized JavaScript to enhance website functionality and interactivity.
- Improved user experience by conducting usability tests and making necessary design modifications.
- Utilized version control systems to track and manage changes made to codebase.
- Demonstrated strong debugging skills to identify and resolve coding issues.
- Implemented responsive design techniques to ensure optimal performance across various devices.

Sound Designer

Green Rabbit (Feb 2021 - Jun 2022)

- Created and edited foley artistry to enhance sound effects in a video game.
- Composed original music pieces for various genres and mediums.
- Performed precise audio editing to refine and enhance the quality of sound recordings.
- Designed and implemented sound effects to create a realistic and immersive audio experience.
- Mixed and balanced sound elements to achieve optimal audio quality and clarity.
- Designed game mechanics
- Worked with Unity developers to test and refine gameplay systems

Package Delivery Driver

Amazon (Aug 2018 - Jan 2021)

- Managed time efficiently to meet deadlines and prioritize tasks effectively.
- Handled packages with care and ensured accurate and timely delivery.
- Provided exceptional customer service by addressing inquiries and resolving issues.
- Demonstrated safe driving skills and adhered to all traffic regulations.
- Planned delivery routes for optimal efficiency and on-time deliveries.

Projects

[Dig In The Crate](#)

- A unique and inspired full stack solo project created to emulate record hunting in a digital space and enhance real world crate digging
- Utilizes Spotify API and customized randomization to sift through records in Spotify db
- Analyzes tracks and record data to provide individual and aggregated stats
- Utilizes Firebase and Google sign-in to store records in user created digital crates for later use
- Fully functional, custom built audio player
- Scanner component that uses Google Vision and Spotify API to scan album covers at record stores and quickly deliver track samples, stats, and links to the album at various online dealers for price checking

[Too Long Didn't Listen](#)

- Collaborative project with backend developer
- Creating pull requests and merging branches with Github
- UI/UX design for an app that utilizes AI to create easily digestible blurbs and summarizations for podcasts.

Contact Information

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