Andrew D'Amico

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PROIECTS

Instacam (Rails, React.js/Flux) | live • github

Instagram-inspired web app that implements a RESTful API

- Incorporates Flux design pattern to create a single-page app without redirects
- Live text search responds automatically with results on each keypress
- Generates a feed for the current user with custom SQL gueries
- Associates related data with Ibuilder to enhance data retrieval

Bouncing Balls (JavaScript, Canvas, HTML5) | live • github

Browser-based game to appease the masses

Applies gravity and friction to game objects to integrate basic game physics

Chess (Ruby) | github

Console-based, full-featured two-player chess

• Validates piece movement without modifying the game state or the board

SKILLS	Ruby	Rails	JavaScript	React.js	Flux
	jQuery	SQL	HTML/CSS	Git	AWS

EXPERIENCE Audio Engineer/Producer

2013 - 2015

- Developed and operated an in-home, professional-grade recording studio
- Engineered and coordinated recording sessions for dozens of clients including musical artists, Audible.com, and the television network ABC

Freelance Production/Photography Assistant

2014 - 2015

• Monitored on-set production for featured content on Omaze.com, Earmilk.com, Guideposts magazine, and dozens of other physical/web-based publications

EDUCATION App Academy

2015 - 2016

1000-hour full-stack web development bootcamp with 3% acceptance rate

• Emphasizes pair programming, TDD, and programming best practices

Kenyon College 2008 - 2012

Bachelor of Arts in Philosophy Cumulative GPA: 3.6/4.0, cum laude