Evan Hosni

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SUMMARY

Full Stack Web Developer with a knack for UI/UX. Effective at combining creativity and problem solving to develop user-friendly applications. Always expanding knowledge by keeping abreast of the evolving trends, techniques, and technologies. Earned a bachelor's degree and bootcamp certificate and built professional experience in multiple industries.

SKILLS

Languages: JavaScript/jQuery/JSX, HTML, CSS, C#, Ruby (RGSS1)
Technologies: Node.js, Express.js, React.js, MySQL/Sequelize, MongoDB/Mongoose, JSON/API Integration, WebGL, WebSockets/SocketIO, Git, GitHub, GitLab, Heroku
Applications: Webflow, Insomnia, MongoDB Compass, Adobe Creative Suite, Cubase, Pro Tools, Albeton, Unity, Unreal Engine, Wwise (certified), FMOD, Blender

PROJECTS

[dotcomma] - dotcomma.io - gitlab.com/evanhosni/dotcomma
An browser-based MMO video game featuring all original music, 3D design, and animation, as well as an infinite, procedurally-generated terrain. (Still in early development).
Responsibilities: This is a solo project. I am developing the game in Unity, utilizing SocketIO for online multiplayer synchronization, and storing user data in a MySQL database.
Languages: C#, JavaScript, HTML, CSS
Technologies: Unity, WebGL, FMOD, SocketIO, MySQL/Sequelize, Cubase, Blender, Adobe Photoshop

Pocket Rascal - evanhosni.github.io/pocket-rascal - github.com/evanhosni/pocket-rascal
A virtual pet to take care of, play games with, and customize.
Responsibilities: I was in charge of all frontend development, including UI/UX design, graphic design, and procedural animation. I also researched and implemented the Matter.js physics engine and developed plans for future monetization.
Languages: JavaScript/JSX, HTML, CSS
Technologies: React.js, Matter.js, Material UI, MySQL/Sequelize, Adobe Photoshop

Wacky-Wiki - evanhosni.github.io/wackywiki - github.com/evanhosni/wackywiki
A 'Mad Libs' style party game using any Wikipedia article.
Responsibilities: I was in charge of all frontend development, including UI/UX design and animation. I also was responsible for the integration of both the MediaWiki and Web Speech APIs.
Languages: JavaScript/jQuery, HTML, CSS
Technologies: MediaWiki API, Web Speech API, Bootstrap, Local Storage

MetaMemeMarket - meta-meme-market.herokuapp.com - github.com/evanhosni/meta-meme-market
A stock market for memes.
Responsibilities: I was in charge of UX design and integration of the Cloudinary image hosting service, as well as the signup, login, logout, and upload image functionalities.
Languages: JavaScript, HTML, CSS
Technologies: Express.js, Handlebars, MySQL/Sequelize, Cloudinary

WORK EXPERIENCE

AlphaBEST Education – Winston-Salem NC   **January 2022 – Present**
Web Developer (Remote)
- Developing an employee-facing intranet to facilitate communication and efficiency
- Collaborating with graphic designers to bring their vision to life via clean, responsive UI and UX
- Utilizing Webflow framework and Memberstack API as well as custom backend script to automate account creation and deletion via data from Google Sheets database

> *Evan is a great listener and always adds an element of fun* – Brian, Chief Technology Officer

Evan Hosni Audio – Issaquah WA   **December 2020 – Present**
Sound Designer, Music Composer, Foley Artist, Audio Producer – Since graduating from Berklee, I have worked on two large-scale projects as an independent contractor. My clients and the scope of the projects are listed below:

DMAC Studios / Ultimate Invasion – Palm Beach FL
- Achieved IMDb credit as Sound Designer and Composer for all 8 episodes of Amazon Prime Video series, Ultimate Invasion
- Collaborated with Director Greg LeSar on the creative direction of the show's audio and met time-sensitive deadlines

Green Mouse Academy – Palm Beach FL
- Produced audio for 100+ children's educational videos to date
- Collaborated with a team of editors to complete projects on time and developed strategies to streamline workflow

> *Evan masters the art of storytelling through audio. He was born to do this* – Greg LeSar, Director/Writer – Ultimate Invasion

> *Evan, you are a talented professional and an absolute pleasure to work with* – Shane VanderKooi, CEO – Green Mouse Academy

Guitar Center – Tukwila WA, Redmond WA   **July 2015 – March 2021**
Repair Technician – 2015 - 2019
Area Specialist – 2019 - 2021
- Cultivated a dedicated customer following by focusing on the customer experience
- Recognized by D'Addario Musical Instruments as a top performer in 2017
- Developed promotional programs to engage repair techs in incremental selling activities

> *Evan is a god among repair techs and an overall cool guy* – Owen, Customer

EDUCATION

University of Washington Coding Boot Camp – Certificate of Completion   **August 2021 – December 2021**
300+ hour course on dynamic full stack coding curriculum

> *Awarded Best UI/UX for all three student projects as well as People's Choice for 'Wacky-Wiki'*

Berklee College of Music – Bachelor of Professional Studies   **June 2016 – December 2020**
Interdisciplinary Music Studies – Focus in Sound Design (Dean's List – six consecutive quarters)

> *Evan, another awesome soundscape! Man, I love hearing what you put together...really excited about this* – Will Robertson, Professor