

Ian Fletcher

Full Stack Developer and Customer Service Specialist

7058 Dartmouth Ave,
St. Louis, MO

(314) 610-0329

ianfletcher314@gmail.com

github.com/ianfletcher314

[LinkedIn](#)

Projects

[KisKis](#), Application — *JS / Handlebars / MySQL / Crypt*

March 2021 - April 2021

Application designed to encrypt and store sensitive information the user inputs securely. The user can decrypt and view their information after logging in with a unique username and password.

[Horoscope Finder](#), Application — *HTML / CSS / JS / Moment / Materialize / Aztro API / Daily Quotes API*

March 2021 - April 2021

Application built to display your daily horoscope and an inspirational quote depending on your zodiac sign.

[Happy Health](#), Application — *MERN / Crypt / Material UI*

March 2021

Cloud-based application that gives the user multiple meal options based on the amount of calories the user wants to consume.

Experience

First Level Games LLC, St. Louis — Character Designer and Playtester

November 2020 - Present

Designs characters, storylines, and factions for FLG's upcoming online card game. Works with a diverse team of writers and game developers to create the game's fictional world.

Guitar Center, St. Louis — Store Lead

September 2019 - November 2020

Floor Manager facilitating the sales of pro audio gear, live sound gear, guitars, and other products. Aids in the maintenance and appraisal of live sound gear.

Mr.F Production, New York City — *Producer & Engineer*

January 2015 - PRESENT

Producer and engineer for musical acts across the United States

Coding Languages and Technologies

HTML

CSS

Javascript

Node Js

Express

MySQL

MongoDB

AJAX

React

Crypt

EDUCATION

New York University, New York City — *BA in Production & Media Industries*

September 2012 - May 2016

Graduated with Honors from the Gallatin School of Individualized Study

GPA: 3.93

Dean's List

Gallatin Honors

John Burroughs High School, St. Louis

September 2008 - MAY 2012

Graduated with Honors

LANGUAGES

English

Portuguese

French