JOSH WILSON

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SUMMARY

A self-motivated full-stack web developer leveraging a decade of experience in Audio Engineering for film and advertising to find efficient solutions to complex technological problems. A great collaborator who is adaptive, proficient, and learns new skills quickly. Passionate about creating engaging and user-friendly websites.

TECHNICAL SKILLS

JavaScript, ES6, React, Node, Express, MongoDB, Mongoose, MySQL, Sequelize, HTML, CSS, Bootstrap, Semantic-UI, jQuery, Auth0, RESTful APIs, Axios, Git, GitHub, Heroku.

EDUCATION

Full Stack Web Development Certificate - University of Texas | 2021
A 6-month immersive program for full-stack web development.

Bachelor of Arts in Sound Recording Technology & Music Performance - University of Massachusetts

PROJECTS

Stats Page
Repo: github.com/josh-wilson6289/tbh/stats | **Deployed:** texasballhockey-stats.com
- A MERN stack website built to display player stats for an Austin-based ball hockey league.
- Stats are filtered by season or by career, and each field is sortable.
- Created and published the app on my own using data migrated from the league's Google spreadsheet.
- Technologies used: React, Node, Express, MongoDB, Mongoose, Axios, Bootstrap, Semantic UI.

inBloom
Repo: github.com/ashlinhanson/inBloom | **Deployed:** in-bloom.herokuapp.com
- A plant care web app where a user searches for plants and adds them to their garden. Utilizes an API to display pertinent data for each plant.
- Responsible for creating databases and models, setting up CRUD operations, and app deployment.
- Created various front-end components and linked the back end to the React front end.
- Technologies used: MySQL, Sequelize, Heroku, React, Trefle API, Node, Express, Axios, Google Authentication.

Off Your Chest
Repo: github.com/Sakiskid/Note-Wall | **Deployed:** off-your-chest.herokuapp.com
- A community-driven application where people contribute anonymous notes to a virtual note wall. All notes are randomly distributed on the wall, and users can click any note to view its message.
- Set up server, database, and CRUD operations. Managed Git and GitHub protocol for the group.
- Initialized and maintained Heroku deployments.
- Technologies Used: MySQL, Sequelize, Heroku, Handlebars, Node, Express.

EXPERIENCE

Senior Audio Engineer   2017 – Present
Pony Sound; Austin, TX (Hybrid Remote)
Record and mix commercials for national advertising campaigns. Handle multiple forms of audio, including 360 spatial audio and 5.1 surround. Work with creative agencies under strict deadlines to create sonically polished content, while being personable and easy to work with. Always flexible and able to adapt to fast-changing production needs. Extreme attention to detail with an eye towards working as proficiently as possible.

Key Accomplishments:
- Awarded Best Sound Editor of 2019 by Austin Ad Fed.
- Gold Award winner at the 2020 Muse Creative Awards.
- Led Pony Sound's intern training program.
- Hired to record Jack Ingram for a 2019 HEB Super Bowl Commercial.

Audio Engineer   2015 – 2017
Self-Employed; Austin, TX (Remote)
Worked out of multiple recording studios mixing commercials and films. Maintained good relationships with clients across the world, as well as locally. Learned different technologies quickly and used knowledge to troubleshoot issues that arose during sessions, while using different tools and equipment daily.
Key Accomplishments:
- Won Best Narrative Short Film at the Tribeca Film Festival.
- Received the Gold Lion Award at the Barcelona Film Festival.
- Awarded the Van Gogh Award by the Amsterdam Film Festival.
- Achieved an Official Staff Pick by Vimeo.

Audio Engineer   2014 – 2015
Explosion Robinson; New York, NY
Created commercial and cinematic content for some of the largest companies in the world. Learned entirely new audio systems on the fly and strategically set up a remote for our largest client, which resulted in a drastically improved workflow.
Key Accomplishments:
- Winner IAC Outstanding Online Video.
- Awarded a Silver Medal by the Addy's.

Assistant Audio Engineer   2012 – 2014
Sound Lounge; New York, NY
Assisted engineers at one of the largest audio post-production studios in the country. Oversaw day-to-day operations, scheduled client sessions, and was on-call for overflow work when needed. Maintained and updated expensive, vintage audio equipment. Set up all remote audio patches and archived every session.
Key Accomplishments:
- Managed audio assets and scheduling of multi-million-dollar advertising campaigns.
- Trusted to handle engineer and client needs, and to fix all technical issues that arise during sessions.