

JOSH WILSON

Austin, TX 78745 | Phone: (978) 979-4214 | Email: JoshWilsonDev28@gmail.com
LinkedIn: <https://linkedin.com/in/joshwilson6289> | GitHub: <https://github.com/josh-wilson6289>
Portfolio: <https://portfolio-josh-wilson6289.vercel.app>

Software Engineer

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 web applications.

TECHNICAL SKILLS

JavaScript ES6, React, Node, Express, Next.js, MongoDB, MySQL, HTML, CSS, RESTful APIs, Git, GitHub, jQuery, Agile, Axios, Bootstrap, Tailwind, Auth0, 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

Sonic Showcase (Currently awaiting Spotify approval for more users. Please see GitHub for live demo)

Repo: github.com/josh-wilson6289/sonic-showcase | **Deployed:** sonicshowcase.vercel.app

- An app that leverages Seatgeek and Spotify's APIs to seamlessly create a Spotify playlist featuring every band performing in the user's area within the next month.
- Implemented a secure authentication process using Next-Auth, ensuring users can easily log in to their Spotify accounts.
- Built a user-friendly interface with React, Tailwind, and Next.js to retrieve concert data from the Seatgeek API, create a comprehensive playlist on Spotify, and conveniently browse upcoming concerts with ticket purchasing options.
- Technologies used: Next.js, React, Tailwind, Next-Auth, Node, Axios, Seatgeek API, Spotify API.

Stats Page

Repo: github.com/josh-wilson6289/tbh/stats | **Deployed:** texasballhockey-stats.com

- A robust MERN stack website specifically designed to display player statistics for an Austin-based ball hockey league, ensuring accurate and up-to-date data presentation.
- Incorporated comprehensive filtering options, allowing users to effortlessly navigate through player stats based on specific seasons or career spans, with the added convenience of sortable fields.
- Spearheaded the entire development lifecycle, from concept to publication, by migrating data from a Google spreadsheet and transforming it into a user-friendly platform.
- Technologies used: React, Node, Express, MongoDB, Mongoose, Auth0, Axios, Bootstrap, Semantic UI.

Note Wall

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, fostering a sense of shared expression and connection. Notes are randomly distributed on the wall, providing an element of surprise and discovery.
- Set up server, database, CRUD operations, and deployment for the team. Managed GitHub protocols.
- Technologies Used: MySQL, Sequelize, Heroku, Handlebars, Node, Express.

EXPERIENCE

Senior Audio Engineer

2017 – Present

Pony Sound; Austin, TX (Hybrid Remote)

Work with audio recording technology to record and mix commercials for national advertising campaigns. Responsible for implementing and testing software for entire facility. Remotely collaborate with clients across the globe. 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.
- Regularly hired to work with celebrities for voiceover production.

Audio Engineer

2015 – 2017

Self-Employed; Austin, TX (Remote)

Worked out of multiple recording studios mixing commercials and films. Learned different technologies quickly and used knowledge to troubleshoot issues that arose during sessions, while using different tools and equipment daily. Maintained good relationships with clients across the world, as well as locally.

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 studio 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. Maintained and updated expensive, vintage audio equipment. Archived and documented every session. Oversaw day-to-day operations, scheduled client sessions, and was on-call for overflow work when needed.

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.