Paul Thomas

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github.com/lordpaulthomas | Portfolio: paul-thomas.herokuapp.com

Summary: Full Stack Developer with a background in the music industry and studio engineering. Determined to build decentralized applications. Passionate about learning new technologies, collaborating, and efficiently creating secure, user-based software.

Technical Skills: JavaScript ◆ Python ◆ C++ ◆ HTML5 ◆ CSS3 ◆ SQL ◆ NoSQL ◆ Node ◆ React ◆ Redux ◆ Express ◆ OAuth ◆ Heroku ◆ Cheerio ◆ Jquery ◆ Firebase ◆ JSX ◆ ProTools ◆ Photoshop ◆ Final Cut ◆ Logic

Projects:
That **S**ong - ▲ https://thatsong.herokuapp.com ▲ Code
Web application that engages users by identifying songs when given lyrics

- ❖ Utilized React and Redux to create token-based authentication system, implemented user-based data storage and analysis.
- ❖ Integrated Mongo database using Express, React and Node to facilitate CRUD functionality personalized for each user.

Gladiator - ▲ https://gladiator-fights.herokuapp.com ▲ Code
Developed a RPG with full stack capabilities with permanence for champion

- ❖ Incorporated Bootstrap and CSS-animation to give battle screen visual tactility.
- ❖ Wrote game logic in JavaScript using React components, properties and state.

Experience:
Good **C**harlotte - Founding Member/Bassist   *April 1996 - Present*

- ❖ New media focused on adaptation to market change.
- ❖ Created content for live shows, social media, merchandise and promotion using Pro Tools, Photoshop and Final Cut Pro.

Education:
UC Berkeley Extension, Berkeley, CA — *Certificate in Full Stack Web Development* 2019
University of California, Berkeley, CA — *20 credits towards Applied Mathematics Degree 2015*
Laney College, Oakland, CA — *Associate Of Science Degree in Mathematics 2011-2015*