ABOUT

Mark Carey

Full-Stack Web Developer

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Available for in-person or remote | Lehi, UT 84043

SKILLS

HTML5 | JAVASCRIPT | CSS3 | NODEJS | EXPRESS | SASS | REACT | POSTGRES | GIT | SQL | STRIPE | POSTMAN | AXIOS | MASSIVE | REDUX | PYTHON | BOOTSTRAP | SPANISH

EDUCATION

Devmountain | Full-Stack Web Development Certificate
REMOTE

- Immersive full-stack web development course in a remote format

Brigham Young University - Idaho | Computer Science Certificate (in progress)
REMOTE

- Taken two different introduction to programming classes - one focusing on Javascript and the other focusing on Python

Brigham Young University | Bachelor of Music in Sound Recording Technology
PROVO, UT

- Courses included Pro Tools, music production, audio engineering, advanced music theory, in-depth music history, various musical performing groups, songwriting, and private cello and music production lessons

EXPERIENCE

Devmountain Student Developers | Web Developer
NOVEMBER 2020 - FEBRUARY 2021, REMOTE

Show Randomizer | GITHUB REPO

REACT | NODE | AXIOS | TVMAZE API

- Built a web application that randomly generates an episode from a list of favorited TV shows with React and Node
- Used Axios to make API requests to the TVMaze API for all TV show information and images

KrissbethsWorld | GITHUB REPO | SITE

REACT | NODE | POSTGRES | SASS | REDUX

- Built a full-stack e-commerce website for a stationery shop using React, Node, Postgres, and Stripe payment implementation

The COVID-19 Dashboard | GITHUB REPO | SITE

REACT | SASS | BOOTSTRAP

- Handled all design and styling with Sass and React Bootstrap for application displaying important information related to the COVID-19 pandemic

Sweetwater | Sales Engineer

JULY 2018 - SEPTEMBER 2020, FORT WAYNE, IN

- Developed a client base of 3000+ clients using efficient marketing strategies.
- Cultivated personal relationships with each client while making individualized recommendations for music and audio gear, creating quotes and invoices, and managing inventory with database program 4D

Encore Event Technologies | Event Technician

JANUARY 2017 - JANUARY 2018, BEVERLY HILLS, CA

- Oversaw the design, set-up, and running of audio, video, and lighting systems for live events
- Ensured client satisfaction through interfacing with clients concerning their event needs before, during, and after events
- Managed crews of up to 20 technicians as production manager of successful live events

TAP Productions | Assistant Recording Engineer

JUNE 2016 -JUNE 2017, LOS ANGELES, CA

- Handled post processing and music production of recordings as well as storage of recording files and delivery to major music labels for top LA music producer Tim Pagnotta

Video Tech Services | Event Technician

SEPTEMBER 2016 - JANUARY 2017, LOS ANGELES, CA - CONTRACT

- Oversaw the audio, video, and lighting of live events - including equipment set-up, live audio engineering, and interfacing with clients

Bigger Hammer | Event Technician

SEPTEMBER 2016 - JANUARY 2017, LOS ANGELES, CA - CONTRACT

- Oversaw the audio, video, and lighting of live events - including equipment set-up, live audio engineering, and interfacing with clients

Mountain Beach House Studio | Music Producer

JANUARY 2013 - DECEMBER 2015, PROVO, UT

- Owned and ran music production house and recording studio Mountain Beach House Studio
- Handled finances, marketing, and logistics of studio
- Produced and recorded albums and singles for many artists and bands

LDS Missionary Training Center |

JULY 2010 - AUGUST 2015, PROVO, UT

Supervisor of Technical Services

MAY 2014 - AUGUST 2015

- Installing and repairing audio/video equipment for major systems
- Acted as production manager for many broadcasts and events
- Involved in design, installation, set-up, and training of a new broadcast audio booth, FOH system, and Dante system

Manager of Training
JANUARY 2011 - MAY 2014

- In charge of teaching new employees about equipment use, signal flow, and skills necessary to provide audio/visual support for meetings and events
- Wrote a manual on advanced audio/visual principles, equipment, and systems for future use in training

Event Technician
JULY 2010 - JANUARY 2011

- Ran audio/visual equipment for large and small scale meetings for two and a half years
- Mixed audio for meetings of 3000+ people in a lecture/conference setting (meetings occasionally broadcast internationally); also operated remote and handheld cameras, teleprompter, video switcher

Hale Center Theatre | Live Audio Engineer
AUGUST 2015 - DECEMBER 2015, SALT LAKE CITY, UT - CONTRACT

- Mixed the in-house sound for productions of Disney's The Little Mermaid and Big Fish
- 20-30 cast members with microphones per show
- Ran audio and sound effects from a Q-Lab system

June Audio Recording Studios | Assistant Recording Engineer
JANUARY 2012 - JULY 2013, PROVO, UT

- Intern for engineer Scott Wiley
- Helped set up and facilitate recording sessions and acted as assistant engineer on several sessions
- Mic placement, patching, and running the Pro Tools session, among other tasks
- Worked with notable clients Ron Aniello, Nick Didia, Tim Pagnotta, Branden Campbell of Neon Trees, Fictionist, John Allred, Nate Pyfer, Tyler Castleton, Sam Cardon

Cardston Community Theater | Live Audio Engineer
MAY 2015 - MAY 2015, CALGARY, CANADA - CONTRACT

- Oversaw sound design and sound engineering of theater production of "Chitty-Chitty Bang-Bang", including managing and training a team of audio engineers

BYU Young Ambassadors | Live Audio Engineer
AUGUST 2011 - MAY 2014, PROVO, UT

- Worked on technical crew for a singing/dancing performing group, providing intensive audio mixing for the shows
- One year as A1 FOH mixing engineer, vocal microphones for 20 singers
- One year as A2 FOH mixing engineer, vocal microphones for 20 singers
- One year as A3 backstage RF/microphone technician
- Toured Western United States, South Africa, Botswana, Swaziland, China, Hong Kong, Thailand, Cambodia, and Vietnam

Carriage House Theater | Live Audio Engineer
JUNE 2013 - JUNE 2013, CALGARY, CANADA - CONTRACT

- Oversaw sound design and sound engineering of theater production of "Les Miserables"
- Re-designed, installed, and implemented new sound systems in theater