MIKE SKALANDUNAS

WEB DEVELOPER

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SUMMARY

Full Stack JavaScript Developer & Game Audio Artist. I pride myself on being a quick and active learner who loves picking up new stacks and technologies. Building high quality web applications through a marriage of team skills and communication is my passion.

EDUCATION

2016
CODE FELLOWS
Advanced Software Development in Full Stack JavaScript

2008 – 2011
BERKLEE COLLEGE OF MUSIC
Bachelor of the Arts in Film & Game Scoring

EXPERIENCE

MAY 2016 – SEPTEMBER 2016
LEARNBIG
Developed, designed, and tested a web-based eLearning platform using a proprietary JavaScript framework along with Node.js and a variety of open source modules. I also performed QA testing and bug fixes for post-production, content, engineering, and design teams to ensure that all of their goals were being realized and represented as intended.

2012 – PRESENT
MOSAIC MUSIC
Freelance music composition, sound design, audio implementation, tooling, and editing. I've worked on over 30 games and shipped 20 for Wii U, PS4, PC, Mac, iOS, and Android with teams locally and internationally. My largest project lasted for over 2 years and required over 70 minutes of music.

2011 – 2012
FBP SOUND
Developed a proprietary sample library for use in game soundtracks using odd instruments found locally in Munich, Germany. This library went on to be used in "The Last Tinker: City of Colors" on PS4 and "The Beggar's Ride" on Wii U among many other titles. Sampling, sound design, KSP scripting, synthesis, and prototyping in Max/MSP.

SKILLS

WEB DEVELOPMENT
JavaScript (ES5 + 6), React, Angular, jQuery, HTML, CSS, Node.js, Express, Koa, MongoDB, Mocha, Chai, Gulp, & Webpack

OTHER
Azure, Agile methodologies, KSP, Max/MSP, & Git