Mike Skalandunas

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Profile

Full MEAN stack JavaScript developer with an extensive background in game audio & audio implementation, passionate about creating & contributing to innovative solutions for exciting problems

Technical Skills

- Fluency in JavaScript, HTML, CSS, SASS, & jQuery
- Proficient with JS frameworks such as Angular & React
- Proficient with Node.js & MongoDB
- Comfortable with popular front-end boilerplates such as Skeleton, Bootstrap, & UIKit
- Experience with prototyping mobile applications using Ionic
- Experienced in Test Driven Development (Mocha/Chai/Karma)

Projects

Job Search Assistant (js-assistant.herokuapp.com • github.com/adam-james/js-assistant)

- MEAN stack database & interface that allows users to create & manage their job applications, interview, & appointment dates
- Created with mongoDB, AngularJS, Express, & Node.js
- Authentication/Authorization done with Eat/Bcrypt

Mosaic - Music & Sound (mosaicmusic.io • github.com/mskalandunas/mosaicmusic)

- Portfolio site for a composer & sound designer
- Audio players created using jQuery based jPlayer, & custom CSS
- Videos & Players displayed using AngularJS
- UIKit boilerplate used for quick & sleek interface
- Compiled CSS & JS using Gulp

Experience

Freelance Audio for Film & Games   2012-Present

- Created interactive scores & dynamic sound design for over 20 titles
- Developed tools for prototyping dynamic audio with Max/MSP & Pure Data
- Created instruments with Kontakt using KSP, Kontakt's native scripting language

FBP Sound   2011

- Assisted in building instruments using KSP
- Created tools to prototype dynamic soundtracks using Max/MSP & Pure Data

Education

Code Fellows, Seattle, WA   2015

- Certificate (JavaScript, Node.js, AngularJS, Ionic, SASS)

Berklee College of Music, Boston, MA   2008-2011

- Bachelor of Music in Film & Game Scoring
- Dean's List 2008-2011