Ignacio Báez

Front-End Developer

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TECHNICAL SKILLS

JavaScript, ES6, React, HTML5, CSS3, Sass, git, Node.js, Express, MongoDB w/ Mongoose.

RECENT PROJECTS

Project V: Local multiplayer, volleyball inspired game developed with the Phaser engine.

Drum Machine: Launchpad app with soundwave visualization, a trimming feature, and custom user kits.

Eletrical Infetterence: Elementary-powered VST audio plug-in that runs on your DAW.

EDUCATION

2017 Gr. Superior en Sonido para Audiovisuales y Espectáculos, Instituto RTVE, Madrid
Internship in RNE – Continuity sound technician in Radio 3, Radio Exterior and Radio Clásica.

EXPERIENCE

Content Curator and Video Editor, Shortform Podcasts. Online. Nov 2022 – Mar 2024
- Worked closely with creators regarding understanding of their intent and audience.
- Selection and editing of noteworthy client video segments for short-form social media.

A/V Technician, Freelance. Madrid, Spain. Feb 2022 – Jul 2023
A/V Technician, Mediapal Audiovisuales. Madrid, Spain. Sept 2019 – Feb 2022
- Updated and periodically maintained company IT assets.
- Managed technical communication with non-Spanish speaking clients.
- Planned and executed large-scale video projects in fair stands and corporate events.

Sound & Lighting Technician, Eventmedia/Inboccalupo. Buenos Aires, Argentina. Nov 2018 – Jul 2019
- Installed and configured simultaneous interpreting systems.
- Provided live service to clients in corporate gatherings and theater.

Sound & Lighting Technician, ASM, Inc. Malta. Feb 2018 – Oct 2018
- Programmed lighting shows on Sunlite Suite.
- Live service to clients in diverse events such as concerts and weddings.