

# NOAM GUTERMAN

Frontend Developer

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## SUMMARY

I'm a creative technologist transitioning from a decade-long career in game audio to frontend development. With a Master of Arts in Sound Design and extensive experience in immersive AR/VR and casual gaming, I've mastered the art of combining technical precision with creative flair. Now, I channel that passion into building responsive, interactive web applications using modern technologies like React and JavaScript, always aiming to deliver engaging, user-friendly experiences.

## EDUCATION

### University of Chichester

Master of Arts in Sound Design for Video Games  
2021 - 2022

### Berklee College of Music

Diploma in Game Audio & Interactive Scoring  
2014 - 2016

## SKILLS

- HTML, CSS, JavaScript, TypeScript, PWAs, W3C Accessibility, Git
- React, Bootstrap, jQuery, SASS, D3.js
- Vite, npm, Git, Visual Studio Code, Bash, Netlify, Figma
- NodeJS, ExpressJS, RESTful API, Firebase, Wordpress, OpenAI API, LangChain, Supabase
- MySQL, PostgreSQL, MongoDB, Cloudflare, Unit Testing, Jasmine, Slack, Jira, Unity

## CERTIFICATIONS

- The Frontend Developer Career Path
- Advanced JavaScript
- Advanced React
- Introduction to Clean Code
- Introduction to Unit Testing
- Learn TypeScript
- What's New in React 19
- Responsive Web Design
- JavaScript Algorithms and Data Structures

## PROFESSIONAL EXPERIENCE

### Frontend Developer

Freelance | Jun 2024 - Present

- Design & Development: Create responsive, mobile-first websites and interactive web applications using React, JavaScript, and TypeScript.
- Tooling & Integration: Utilize modern development tools (Vite, npm, Git, Visual Studio Code) and integrate third-party APIs (e.g., OpenAI API, LangChain) to enhance application functionality.
- Best Practices: Implement SEO, accessibility (a11y), and performance optimizations to ensure a polished end product.

### Audio Lead / Technical Artist

Inception XR | May 2019 - May 2024

- Multimedia Integration: Led the audio design and technical art for immersive AR/VR projects, integrating high-quality sound design with interactive visuals in Unity.
- Team Collaboration: Coordinated with cross-disciplinary teams (art, design, dev) to deliver cohesive and engaging experiences.
- Process Improvement: Developed and refined workflows and tools that streamlined production and maintained high-quality standards.

### Sound Designer

Freelance & Epic Stock Media | Oct 2014 - Jul 2023

- Produced a broad range of sound assets—including effects, music, and ambient audio—for diverse gaming projects, while designing adaptive audio systems to enhance interactivity and immersion.
- Oversaw the complete audio production process, ensuring assets met both creative and technical benchmarks; utilized audio middleware to create dynamic, responsive soundscapes.
- Partnered with game designers and developers to integrate custom audio solutions that enriched gameplay, ensuring a seamless blend of technical precision with creative flair.