

PRESTON NOWAKOWSKI

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[GITHUB](#)

[LINKEDIN](#)

SKILLS

Ruby, Ruby on Rails, JavaScript, React, Redux, jQuery, AJAX, HTML, CSS, SCSS, SQL, MongoDB, Express, git

PROJECTS

Alldays - Online Shoe Store (Ruby on Rails, ReactJS, Redux, PostgreSQL)

[live](#) | [github](#)

Find the perfect pair of shoes with easy navigation and custom filtering through hundreds of options

- Developed custom interactive design animations such as visual swipes, color/ shape changes, and visual-space adjustments to provide quick feedback upon user selections, utilizing CSS transitions, keyframe animations, and pseudo-selectors
- Utilized AWS s3 buckets via RESTful routing to improve image fetching performance and site scale-up capabilities
- Created filters that iteratively compare items' hashmaps with the filter-state hashmap to remove any uncharacteristic products

Pokenalysis - Social Pokemon Data Analyser (MongoDB, Express, ReactJS, Node, PokeAPI)

[live](#) | [github](#)

Drag-and-drop from a list of over 900 Pokemon to easily compare detailed stats of your customized Pokemon teams

- Implemented name-search functionality by storing data from the PokeAPI into the application's local state for quicker retrieval and instantaneous filtering upon search
- Implemented lazy-image-loading via the Intersection Observer Object and React 'ref' property, to increase app load performance, eliminate unnecessary caching, and create a sense of faster response-time during PokeAPI fetch requests
- Designed intuitive UI with the React-dnd library, simplifying the team-customization process into a single drag-and-drop event by passing props from a draggable list to the TeamSlot component with React-Dnd connect
- Vastly reduced PokeAPI fetch requests by postponing the collection of detailed statistics until the user makes specific selections for their team; only the name and sprite are fetched on component mount

Granular Synth - Interactive 3D Audio Visualiser (JavaScript, Web Audio API, HTML5 Canvas, Express)

[live](#) | [github](#)

Deconstruct an entire audio file with a single sweep of the mouse in this unique digital audio and visual particle effects engine

- Created 2D to 3D rendering algorithm on HTML5 Canvas that adjusts particle size and opacity to convey image depth
- Manufactured a custom granular synthesizer that manipulates audio playback at the sample level, utilizing only the Web Audio API built-in digital signal processors(DSP)
- Generated intelligent movement-based animations that adjust 3D coordinate positions based-on live audio data through the Audio API Analyzer Node Float Frequency Data
- Optimized audio data transfer by storing analyzer data in a typed 32-bit array, reducing JavaScript-to-binary conversions

EXPERIENCE

Film Music Production Technical Assistant

David Schwartz Music - NBC, FOX, HBO, Netflix

July 2018 - Jan 2019

- Programmed iOS-based MIDI key-mapping for Digital Performer, improving the audio workstation user-interfacing MIDI integration for touch screen compatibility and built music production workstations

Music Preparation

Freelance - London Symphony Orchestra, Warner Scoring Stage, Capitol Records, Abbey Road Studios

May 2017 - Dec 2016

- Created sheet music on over 50 multi-thousand dollar A-list recording sessions for national TV networks and orchestras

Professional Whistler

Freelance - Commercial, Film, TV, and Radio (BTS, The Good Place)

January 2015 - Now

- Classically-trained studio whistler

EDUCATION

Full Stack Web Development Intensive - App Academy (Spring 2019)

MM Screen Scoring (Music Technology and Film) - University of Southern California (Spring 2018)

BM Media and Commercial Composition - California State University Northridge (Spring 2017)