
MORGAN NEIMAN

Proud brain since '92

EMAIL: MORGANCODES@GMAIL.COM

GITHUB: [GITHUB.COM/QUACKHOUSE](https://github.com/quackhouse)

Skills

Advanced

Ableton Live, Logic Pro, Analog Recording Consoles, Mixing

Fluent

Rails, Ruby, HTML, CSS, Javascript, JQuery, AJAX, Skeleton, Bootstrap, Web Audio, Three.js, Sinatra, PostgreSQL, Git, Github, Heroku, Nokogiri, Protocols, German

Not a Novice

Rspec, Capybara, Jasmine, Node.js, Arduino, Max MSP, Backbone, WebGL, PHP, Wordpress

Experience

Freelance Developer — September 2013 - Present

I've worked as a freelance developer and designer, primarily creating websites and creative artist-fan interaction tools for musicians.

General Assembly — September - December 2013

I spent the past three months in an immersive experience honing my skills in both front- and back-end development, test driven development, and working in teams.

Film Scoring — 2008 - Present

I have scored both films and commercials, most notably a commercial for San Francisco Small Business Week in which I was also named "San Francisco's Youngest Entrepreneur."

Professional Electronic Musician & DJ—2005 - Present

I am a university-trained sound engineer with eight years of experience as a producer, performer and DJ. I have experience recording, mixing and mastering both in the box and with large analog consoles. I've played large festivals and shows from SXSW to fashion openings in Paris, and held a Friday night DJ residency at the Ace Hotel.

Education

NYU — 2009-2012

Received a BFA in Recorded Music with a minor in Mathematics, honors, and an award from the Clive Davis Institute for excellence in creative entrepreneurship.

Projects

Duck Jeenyus

Rap Genius-style lyric interpretation site built in Ruby on Rails using PostgreSQL.

Collage Tool

A simple collage tool utilizing HTML5's canvas element, allowing users to create internet art both with preloaded images and any image URL on the web. Uses Ruby's open-uri and a clever hack to bypass CORS restrictions, allowing the user to download their creation.

Dancing Cities

Interactive, surreal interpretation of New York City built in WebGL using Three.js. Half game, half music visualizer, this application utilizes myriad APIs including Foursquare, Twitter, Weather, Web Audio, and Soundcloud to dynamically generate a unique experience every time.

Fun Facts About Me

When I was 8 I taught myself HTML and CSS to design websites for my Neopets.

When I was 17, I dropped out of high school to attend NYU after exhausting my current school's math curriculum.

I've played shows with Explosions in the Sky, Lil B, and Shlohmo.
