

# Rain Robinson

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## Summary

I am a full-stack software engineer with 6+ years of music business, marketing, and product management experience. Due to my experience in music business and marketing, I am uniquely positioned to work efficiently with the product team and develop responsive applications with the end user in mind.

## Skills

**Proficient:** JavaScript, React, HTML, CSS, Python, Express, MongoDB/Mongoose, Django, PostgreSQL, RESTful APIs, Node.js, Sass, Heroku, Git, Axios, AJAX

**Exposure:** Babel, Passport, bcrypt, Computer Science Fundamentals

**Other Relevant Skills:** Scrum, Asana, Trello, Notion,

## Projects

**ARTISTKEY** - allows users to keep track of the monetary performance of songs released on Spotify

**Full-Stack Web Application** ([Repo](#), [Deployed App](#))

- A full-stack SPA with HTML, CSS, React, and Bootstrap for frontend and Python, Django, and PostgreSQL for backend
- Basic user authentication required for user to perform CRUD actions on two resources
- Custom RESTful API

**DEVSPOT** - a social media site for developers

**Full-Stack Web Application** ([Repo](#), [Deployed App](#))

- Worked with 3 other developers remotely to create a social media application for web developers
- Allows users to CRUD on a database hosted on Heroku to create a user profile and post to their wall
- Front-end built with React and React-Bootstrap
- Back-end built with Express, MongoDB, Mongoose, and Passport

**EFFERVESS** - a beer recipe storage app

**Full-Stack Web Application** ([Repo](#), [Deployed App](#))

- A full-stack SPA with HTML, CSS, Bootstrap, and Handlebars for front-end and MongoDB, Mongoose, and Express for the backend
- Basic user authentication required for user to perform CRUD actions on a resource
- Custom RESTful API

**TIC-TAC-TOE** - play against yourself in the popular game tic-tac-toe

**Game Project** ([Repo](#), [Deployed App](#))

- Developed a front-end JavaScript application with HTML and CSS that connects to a back-end hosted on Heroku allowing users to play a game of tic-tac-toe against themselves with custom game logic
- Deployed client allows users to perform authentication actions and CRUD a database hosted on Heroku through AJAX requests
- Designed responsive UX/UI for the gameboard

## Additional Experience

**Software Engineering Immersive Fellow**, General Assembly

2020

- 12 week, 600+ hour career accelerator
- Developed 4 full-stack applications requiring user authentication, database interaction, and CRUD actions using multiple frameworks, languages, and libraries

**Consultant**, The Killers & Other Artists

2020

- Client facing project management, working directly with The Killers on variety of music business fields (publishing, touring, merchandise, pr/publicity, radio promo, brand relationships, recorded music, production, and more)
- Product managed The Killers album "Imploding The Mirage" with Island Records

**Digital & Brand Manager**, Heroic

2017-2019

- Help maintain brand/image of 4 high-profile electronic musicians through brand partnerships and collaborations
- Lead business strategy for 2 major electronic musicians (Unlike Pluto and Fytech)
- Managed team of 4 marketing assistants to aid in the execution of branded marketing campaigns

## Education and Training

**Berklee College of Music - Boston, MA | Bachelor of Arts**

Music Business, 2018

**Colorado College - Colorado Springs, CO | Bachelor of Arts**

Philosophy, 2015