## summary

I am a full MERN stack developer with a focus in audio and video games. Adept in Python, Javascript and other programming languages. I have over eight years of experience engineering and composing music for the film and tv industry. I am adept in both hardware and software audio and have worked on highly regarded Academy nominated films.

## Skills

Python | React.js | Javascript | Django | Node.JS | HTML | CSS | Mongoose | MongoDB | Express | Wwise | AJAX | Composing | Mixing | Audio Engineering | Music Editing | ProTools | Logic Pro X | Sound Design | Photoshop

## projects

## Cue The Music

An app using the full MERN stack that creates cue sheets for music in film.

* *Create cues with cue information such as Cue Number, Composer, Timecode and Notes.*

## Junkie

An app for collector Junkies using Django. This project was produced in a group of three. I was Scrum Master in the team and took care of the styling using HTML and CSS.

* *Create a collection in the Vinyl Junkie or Comic Junkie categories.*
* *Search for other users and see their collections.*

## P.A.C.O.

An app, using Express and Node.js, I created to help organize software plugins used in audio projects.

* *The ability to add a project with necessary information such as name of project and DAW used.*
* *You can input the plugin manufacturer, name, version and track it was used on for that project.*
* *You can comment on your project, as well as other users projects.*

## Experience

## Audio engineer/Composer, mutato muzika, West Hollywood, ca — 11/2012-09/2019

Composed or Arranged music for film & TV by manipulating midi based & live instruments to create mock ups. Tracked live instruments & vocal sessions using a SSL console, vintage mics, software plugins & Logic Pro X. *- Nominated for Best Original Song at the 87th Academy Awards for “Everything is Awesome” - The Lego Movie*

# Ray Plaza

**Software Engineer**

Los Angeles, CA | [ray@pacoplaza.com](mailto:ray@pacoplaza.com) | 424-672-5100 | [GitHub.com/rayplaza](http://GitHub.com/rayplaza) | linkedin.com/in/rayplaza

## Sound Design Intern, Danetracks, West Hollywood, ca — 11/2012-03/2013

I updated in-house sound-fx libraries using Protools. Shadowed on projects such as “Enders Game”.

## claims processor, allstate insurance; yuma, az — 11/2008-10/2011

Established accident claims from customers over the phone. Thoroughly documented the details of the accident and set up methods of inspection for the customer. Followed scripts for each specific state to meet compliance issues. *- Met 85% quality level on every first notice of loss and inquiry calls as required.*

## Education

General Assembly | Los Angeles, CA Studied in the “Software Development Immersive” and “IOS Development” course. Developed multiple apps and studied multiple programming languages such as Javascript, HTML, Python, Django, CSS, React, Swift and other skills already listed above.

School of Video Game Audio | Remote Wise Certification; recorded and Implemented audio into multiple games, such as Limbo, using the software Wwise.

Conservatory of Recording Arts and Sciences | Tempe, AZ Major in Master Recording Program II where I studied sound engineering in live sound, post production, video game audio and studio recording. I received certification in Pro Tools, Reason, Venue D-Show System, Waves, Wwise, and Melodyne. I also received experience using SSL and API consoles.

## art institute of phoenix | phoenix, az

## I majored in Multimedia and Web Design. Studied web scripting languages such as HTML and Java along with graphic design classes in Photoshop, video editing in Premiere, as well as art design using oils and pastels.