

Ronald Crecco

Greater NYC Area | 914-760-9459 | ronald.crecco@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

skills React, React Native, Redux, Ruby, Rails, Postgresql, Node.js, Express, JavaScript, Firebase, jQuery, SQL, Git, RSpec, HTML5, CSS, Canvas.js

projects

ToneFeed (Ruby on Rails, React/Redux, JavaScript, SQL, Wavesurfer.js, HTML, CSS)

[Live Site](#) | [GitHub](#)

A full stack web application where users can create an account, upload tracks, play tracks, and listen to tracks.

- Generated conditional logic to implement a user-friendly and secure user authentication system allowing users to signup, login, and logout, using a Ruby on Rails backend.
- Implemented audio file upload system, using AWS S3 storage and IAM authentication, where users can upload and share their music through polymorphic associations, allowing comments to belong to both track and comment author.
- Through Rails model associations, users can have many tracks and comments, allowing for seamless organization of data; users are able to easily and quickly navigate the app.
- Recreated iconic SoundCloud style UI from scratch using CSS for a comfortable and familiar user experience.

SW Planet Tracker (React Native, Firebase)

[GitHub](#)

A native mobile app where users can create an account, search planet information, and take notes.

- User notes are stored in Firebase Real-time Database.
- Called fetch() to retrieve data from API in real time with search functionality.
- Used to react-navigation library to navigate the app and pass data.
- Through event listeners, authentication is constantly monitored; errors handled for login/signup

FunRun (JavaScript, HTML5 Canvas)

[Live Site](#) | [GitHub](#)

A side scroller platformer where the player can jump, throw a boomerang, and take damage.

- Animated game elements using JavaScript logic and Canvas to enhance the visual experience and used window.requestAnimationFrame() to guarantee smooth gameplay.
- Designed custom collision detection algorithm, allowing characters to take damage and gradually lose health.
- Utilized JavaScript asynchronous functionality to limit players actions until triggered user input.

experience

Audio Engineer

Moodswing Management

Aug 2017 - Aug 2019

- Collaborated with artists and management to develop original music and content used by Adidas, Maybelline, MLS, Redbull, and MY/MO Ice Cream, and Pandora.
- Operated software - ProTools 12, Ableton Live 9, Logic Pro X, Cubase, and Audacity, to engineer projects.
- Implemented edits in real-time during one-on-one sessions with management to guarantee client satisfaction and ensure that lofty expectations were met.
- Created original audio productions/content for client and manager projects.

Logistics Manager

Executive Drive Ventures LLC.

June 2016 - Dec 2017

- Managed inbound/outbound shipment stock inventory of over 2 million dollars, and prepared parts for representative pickup for Apple, IBM, Verizon, HP, Lenovo, Diebold, and NetApp.
- Operated UPS 3PL and IBM PIMS software for account management.
- Worked closely with UPS reps to setup warehouse and database system.

education

App Academy

1000+ hour software development program with a focus on full stack web development < 3% acceptance rate.

Susquehanna University - Selinsgrove, PA

Music Theory/Composition

Westchester Community College - Valhalla, NY

Music Theory/Composition, Audio Technology