



Josh Sohn

Hell's Kitchen, NYC 

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Skills

Proficient: JavaScript, Node, Express, React/Redux, Sequelize, Git, HTML5, CSS, ES6, Webpack, jQuery, PostgreSQL, Enzyme, Mocha/Chai, Sinon, socket.io

Knowledgeable: OAuth, WebRTC, Sass, Bootstrap, Koa, Agile Workflow

Projects

Vibez / Solo Project / vibezplayer.com

Vibez is a React/Redux web-app that allows users to create Spotify and YouTube playlists based on a desired vibe, utilizing last.fm song tags.

- Integrated Spotify OAuth, allowing playlists to be exported to a user's Spotify account
- Wrote algorithm to aggregate and prioritize content most closely matching user-selected 'vibes'
- Designed in-app playlist player utilizing Spotify and YouTube APIs

November 2017 - Present

Game Night / Team Project / github.com/yeb9925/game-night

Game Night is a React/Redux web-app that allows users to play real-time, video-conference games in a modular, interactive space.

- Persisted individual user data, collaboratively created room data, and lobby chatroom
- Implemented advanced canvas features with Konva, allowing users to add/manipulate photos in numerous ways and broadcast live 'drawing'
- Designed console to manage user features, track gameplay, and allow in-room chat
- Utilized WebRTC for in-room video chat between up to 4 users

November 2017 - December 2017

Experience

Tate Music Group / Oklahoma City

Audio Engineer & Music Producer

October 2011 - January 2016

- Charted, produced, recorded, mixed & mastered albums/audiobooks
 - Liaised between artists, music division, and print/production
 - Organized, engineered, and led recording sessions with studio musicians
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Education

Fullstack Academy

- Immersive Software Engineering Program

July 2017 - December 2017

Oklahoma City University

- Bachelor of Music, Vocal Performance / Cum Laude Honors

August 2006 - May 2010