Josh Sohn

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Skills

Proficient: JavaScript, Node, Express, React/Redux, Sequelize, Git, HTML5, CSS, ES6, Webpack, jQuery, PostgreSQL, Sass, OAuth, Enzyme, Mocha/Chai, socket.io
Knowledgeable: WebRTC, 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'

November 2017 - Present

react-modular-audio-player / Solo Project

'react-modular-audio-player' is an easily customized and styleable React Component with controls for HTML5 audio, published on NPM.
- Documentation and examples: www.joshdsohn.com/audioplayer

February 2018 - 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 chat room
- Implemented advanced canvas features with Konva; utilized WebRTC for in-room video chat between up to 4 users

November 2017 - December 2017

Experience

Cedrus Digital / New York City
Software Engineer   *April 2018 - Present*

Tate Music Group / Oklahoma City
Audio Engineer & Music Producer   *October 2011 - January 2016*
- Charted, produced, recorded, engineered, mixed & mastered albums
- Systemized a process that improved efficiency, client satisfaction, and overall product quality

Education

Fullstack Academy
- Software engineering immersive, NYC Tech Talent Pipeline   *July 2017 - December 2017*

Oklahoma City University
- Bachelor of Music, Vocal Performance, Cum Laude Honors   *August 2006 - May 2010*