Ryan McCarthy

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Portfolio https://rmmccar92.github.io/React_Portfolio/
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Summary

I have been in the events industry for 3 years as an AV Tech and Video Editor. Recently I made the decision to bolster my job opportunities by completing a Full Stack Web Development Certification at UNC Chapel Hill's Web Development Bootcamp. I am always excited to learn new things and am looking forward to expanding my coding abilities through creative problem solving.

Technical Skills

-React
-GraphQL
-MongoDB/Mongoose
-SQL/Sequelize
-Node.js
-Express.js
-JavaScript
-CSS
-HTML

Other Skills

-Video Production management and video Editing With Adobe Premiere and Final Cut.
-Adobe suite (After Effects, Photoshop, Illustrator, XD)

Projects

PodCentral
Live App: https://pod-central.herokuapp.com/
GitHub Repo: https://github.com/rmmccar92/PodCentral
   -This full stack React application used the external Listen Notes API to compile popular podcasts for users to search through and favorite. It also allowed users to upload their own podcasts and images using the Cloudinary API. It was designed with Material UI components including a media player built for this project. I completed this project as part of a team for UNC's Full Stack Web Development program.
Responsibilities:
   -Backend Development with GraphQL and Frontend GraphQL connection
   -Integration of Cloudinary API

Farmer's Market Search
Live App: https://still-tor-25996.herokuapp.com/
GitHub Repo:https://github.com/rmmccar92/Farmers-Market-Search
-In this full stack application the user can enter their own details for a local farmer's market and then search by zipcode for others nearby. I used an SQL database with Sequelize to hold and display the data. This project also utilized handlebars for dynamic page rendering. This project was completed as part of UNC's Full Stack Development Program.
Responsibilities:
-Styling
-Frontend
-Backend

Confused Gamer
Live App:https://rmmccar92.github.io/Confused-Gamer/
GitHub Repo:https://github.com/rmmccar92/Confused-Gamer
-This front end application utilized the Giant bomb API to display games based on the users' choice of console or their search term. My team and I completed this project as part of UNC's Full Stack Web Development program.
Responsibilities:
-Linking the API call to our results page
-Implementing the search feature
-Light Styling

Work Experience

Video Editor & AV Tech   **2018-Present**
Island Sound and Video
Raleigh, NC

As an AV tech I was responsible for operating and setting up various events as well as the creation of various materials for the marketing and function of said events. This required versatility and flexibility as each event had a unique set of requirements that had to be met to keep the customers happy.

Education

Full-Stack Web Development Certificate
UNC Chapel Hill Boot Camp - Chapel Hill, NC
Date of completion December 2021

BA in Film Studies
North Carolina State University - Raleigh, NC
August 2010 to December 2014