

# Ryan Sherman | Full-Stack Engineer

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I am a full-stack software engineer who attacks problems with a creative, entrepreneurial mindset. I strive to grow and improve rather than simply get the job done. I have experience creating music as a producer and mixing engineer, and I continually carry that creativity and critical thinking into my full-stack software development.

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## SKILLS

**Languages** - Java, Node.js, Python, Typescript, Javascript, HTML, CSS, SQL | **Libraries and Frameworks** - React, Express, Springboot | **Technologies** - PostgreSQL, MongoDB, GitHub, Heroku, Netlify, Postman, VSCode, IntelliJ, Trello, Microsoft Office, Adobe Photoshop | **Project Skills** - Collaboration, Leadership, Problem-Solving, Creativity, Attention to Detail, Empathy, Kindness | **Bilingual** - Eng./Span. |

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## SOFTWARE DEVELOPMENT PROJECTS

**Spaceman Baseball** | [Live Site](#) | [GitHub](#) | *Javascript, HTML, CSS*

A browser-based game that utilizes the rules of "Hangman" or "Spaceman" with a baseball theme.

- Designed an intuitive UI, utilizing technologies like CSS Flexbox and CSS Grid.
- Developed interactive gameplay features, including a dynamic user interface and responsive design elements.
- Engineered game logic to manage user input and scoring systems, enhancing game functionality.

**More Than Music** | [Live Site](#) | [GitHub](#) | *Node.js, Express.js, Javascript, HTML, CSS, MongoDB, Heroku, Adobe Photoshop*

An application combining musicianship with Christian values. It invites musicians to unite with a common purpose.

- Built a full-stack application in one week with full CRUD functionality hitting all RESTful API calls.
- Created an API using Node.js and Express.js to enable reliable access, storage, and manipulation of user data.

**BlogApp** | [Live Site](#) | [GitHub](#) | *React, Node.js, Express.js, Javascript, HTML, CSS, MongoDB, Heroku, Netlify*

A blog that allows users to create, read, update, delete, and comment on posts.

- Collaborated with two other developers to create a full-stack CRUD application.
- Acted as the lead front-end engineer, maintaining high standards of code quality and design.
- Implemented dynamic user interfaces with React, utilizing component-based architecture.

**Streemer** | [Live Site](#) | [GitHub](#) | *Python, Django, HTML, CSS, PostgreSQL, Heroku*

The framework for a music streaming application, allowing users to add songs and playlists.

- Created an API using Django to enable reliable access, storage, and manipulation of user data.
- Engineered database schema using Django's ORM to efficiently store and retrieve user songs and playlists.
- Designed a modern, responsive user interface, ensuring a seamless and engaging user experience.

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## PROFESSIONAL EXPERIENCE

**Recording Studio Staff Engineer** | Elon University | Elon, NC

September 2022 - Present

- Address user inquiries promptly, identify complex technical problems, and explain their root causes.
- Propose and implement immediate and preventive solutions to enhance user satisfaction and resolve issues.
- Conduct routine system tests to ensure functionality and collaborate with team members to improve system reliability.

**Recording Studio Intern** | Dark Pines Studios | Graham, NC

May 2024 - July 2024

- Managed daily operations of maintaining technical equipment and software systems.
- Applied advanced audio mixing techniques to enhance system outputs and troubleshoot audio-related issues.
- Operated advanced technology systems, including the Neve Custom Series 75 Analog Mixing Board, demonstrating proficiency with sophisticated hardware and software.

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## EDUCATION

**Elon University** | Bachelor of Science | Elon, NC

August 2021 - Current

*Bachelor of Science in Music Production and Recording Arts | Minor in Entrepreneurship*

GPA: 3.81 | Presidents List Spring 2024

**General Assembly** | Remote

June 2024 - August 2024

*Software Engineering*

Full-time immersive program in Software Engineering consisting of 480+ hours of project work, professional training, and mentorship. Developed 4 projects across the full software development lifecycle. Focused on building user-centric web applications.