

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 desire to continually carry that creativity and critical thinking into my full-stack software development.

SKILLS

Languages - Node.js, Python, Javascript, HTML, CSS, SQL | **Libraries and Frameworks** - React, Express, Django, Mongoose, Chai | **Technologies** - PostgreSQL, MongoDB, GitHub, Heroku, Netlify, Postman, VSCode, Trello, Microsoft Office, Adobe Photoshop | **Project Skills** - Collaboration, Leadership, Problem-Solving, Creativity, Attention to Detail, Empathy, Kindness

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

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 Neve Custom Series 75 Analog Mixing Board, demonstrating proficiency with sophisticated hardware and software.

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.