

# ALEXANDER FROSELL

949-942-4555 | [sachafrosell@gmail.com](mailto:sachafrosell@gmail.com) | [LinkedIn](#) | [Blog](#)

## Profile

Full stack web developer with a passion for Music. Experience in React, Javascript, Ruby on Rails, Unity, C# and a background in Music Production and Events Management. Developed a passion for web development through a need to solve problems and a love for technology. Effective at applying Musical and Mathematical skills as well as a logical thought process to all technical challenges and projects that are put in front of him.

## Technical Projects

### Shadow Soldiers - [Github](#) | [Demo](#)

*Small 2D game built with the Unity Engine and C# Scripting.*

- ▶ Hand drawn visuals imported as maps, players, and enemies as self-composed music.
- ▶ Machine Learning used to move enemies.
- ▶ Custom scripting for all movement and actions.
- ▶ Unity Net features allow this game to be played in multiplayer mode.

### NYC Apartment Finder - [Github](#)

*Apartment finder based on 311 API and geo-mapping services for commute times.*

- ▶ Finds neighbourhoods of New York within a given distance to your given work using shape files and Google API.
- ▶ Queries the NYC 311 Service API against user inputs to find neighbourhoods with chosen attributes.
- ▶ Allows users to choose from a filtered list of Neighbourhoods and view available properties using the Zillow API.
- ▶ Users can then choose properties to save to their account.

### Moon8 - [Github](#) | [Demo](#)

*RPG / Pink Floyd trivia game built with React and Redux.*

- ▶ Tiled software used to create maps and layouts which exports the data in JSON format.
- ▶ JSON data processed and saved into state in order to draw the map inside the main DIV.
- ▶ Self-built physics engine to detect collisions, interactions and events using OO.
- ▶ Redux used to keep the state of the game saved for reload as well as keeping track of all obstacles, player position etc.

## Experience

### Cult Nights Limited / Psyched Events, Bristol, UK

*An international events company built from the ground up by myself.*

Director of Events, September 2015 - September 2017

- ▶ Head of artist bookings, online marketing and artist relations.

### ALXZNDR, International

*My personal music project.*

Composer / Musician, January 2015 - Present

- ▶ Composed, Recorded, Produced & Published Music with upwards of 500,000 plays worldwide.
- ▶ Managed personal artist page with a medium sized global following (8000+).
- ▶ Performed at high profile events at venues across the world.

### Super Audio Mastering, Devon, UK

*World class mastering service by Virgin Recording Studio's founder Simon Heyworth.*

Intern, January 2013 - February 2013

- ▶ Assisted Simon in the final stages of the remastering process of some infamous albums.
- ▶ Learned the complexity of high quality audio mastering and its various code based techniques.

## Languages:

- ▶ Javascript
- ▶ Ruby
- ▶ C#
- ▶ SQL
- ▶ XML/HTML

## Skills:

- ▶ UI Design
- ▶ OO Programming
- ▶ Test-Driven Development
- ▶ Agile Techniques
- ▶ Efficient Coding

## Proficiencies:

- ▶ React
- ▶ React Native
- ▶ Ruby On Rails
- ▶ Unity
- ▶ Angular
- ▶ NPM
- ▶ REST
- ▶ AJAX
- ▶ ORM
- ▶ Active Record
- ▶ Auth
- ▶ Redux
- ▶ Client-Side Routing
- ▶ Rack
- ▶ Sinatra
- ▶ MySql
- ▶ Tiled
- ▶ Photoshop
- ▶ Microsoft Office