VICTOR ZOTTMANN

FULL STACK DEVELOPER

<u>Github</u> <u>Portfolio</u> <u>LinkedIn</u>

PROFILE

Dedicated full stack developer with a passion for design and education.

Coming from an audio background, I have recently completed a Master's in Audio and Acoustics with the objective of getting into acoustic consulting. However, after taking a couple of electives on design thinking and software development, I realised that following a career in tech would be much more fulfilling instead.

In line with my passion for education, in 2020 I contributed to the academic book <u>Audio Education:</u> <u>Theory, Culture and Practice</u> (chapter 13), which addresses an initiative taken to provide an online resource on audio education to non-English speakers, particularly in Brazil. The project was based on a series of <u>YouTube videos</u> I created on audio-related topics.

Throughout my career I was given the opportunity to work in multicultural environments, which significantly broadened my understanding of diversity, as well as thought me how to critically think about and respond to cultural and social issues. I am also very interested in accessibility and, as a developer, my objective is to learn how to build user-friendly tools for all.

SKILLS

Technical skills

HTML	RUBY / RAILS	JAVASCRIPT
CSS / SASS	POSTGRESQL	REACT
BOOTSTRAP	AWS S3	GIT / GITHUB
TRELLO	NETLIFY	HEROKU

Soft skills

- Strong work ethic
- Ability to work well under pressure
- · Strong communication
- Creative and critical thinking
- · Technical and creative problem-solving
- Positive attitude
- Dependability

TECH PROJECTS

- STEAMdeck, a Ruby on Rails web application focused on affordable academic book rentals, including store geolocation (implemented with JavaScript). The database was managed with PostgreSQL and images were stored in AWS S3. The styling was done with CSS and Bootstrap.
- <u>GIFs-n-Stickers</u>, a simple GIF search app made with pure JavaScript over a two-day hackathon at Coder Academy.
- Interactive <u>terminal-based calculator</u> of room acoustics parameters made with Ruby. The objective was to convert a clunky excel spreadsheet into a user-friendly app.
- First portfolio design, made with HTML and CSS.

EXPERIENCE

JUNIOR CONTRIBUTOR | Volunteering (Remote)

DesigningSound.org

Jul 2017 - Jan 2019

 Contributed monthly with articles, interviews, reviews, tutorials and case studies on the art and technique of sound design.

SOUND DESIGNER

Ignition Immersive

May 2017 - Nov 2017

- Created immersive sound design for virtual reality experiences using spatial audio techniques.
- Developed project management and technical solutions for facilitating a robust workflow to the audio team.

EDUCATION

DIPLOMA OF INFORMATION TECHNOLOGY

October 2020 - Aug 2021 | Coder Academy (SYD)

MASTER OF ARCHITECTURAL SCIENCE (AUDIO AND ACOUSTICS)

Feb 2019 - July 2020 | The University of Sydney

BACHELOR OF AUDIO (POST PRODUCTION)

Oct 2016 - Aug 2018 | SAE Institute Melbourne

Awards: Dean's Merit List