

# Dylan King

Software Developer with ten years of experience in pro audio

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## WORK EXPERIENCE

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### Front-End Developer, Web Designer

April 2022 – Present

Environment: HTML5, CSS3, SASS, JavaScript, TypeScript, React, Next.js, Three.js, Node, Firebase, Git

*Sole Proprietor*

*Remote in Ottawa, ON*

- Started a small web design agency to build my front-end skills on real-world projects while looking for my first junior front-end position. Also building a SaaS to solve large problems in the industry I was in prior.
- Built custom seo-friendly websites for local businesses using modern front-end technologies including SSR.
- Communicated with business owners to understand their needs, expectations, and goals.
- Implemented Google Firebase NoSQL data storage, user authentication, and custom security rules.
- Reduced technical debt by building custom solutions instead of superfluous npm React component packages.
- Drafted documentation delineating designs and specifications for dozens of projects.
- Translated wireframes into dynamic, accessible, and responsive user interfaces in react without css frameworks.
- Integrated Notion and Clouinary APIs to create internal productivity tools without needing a full backend.
- Downloaded and learned how to use a screen-reader to make sure everything I build is accessible.
- Used Git for version control and GitHub integrations to deploy apps using Vercel, Gatsby, and Netlify.
- Leveraged hobbyist experience as a technical artist to learn Three.js and take advantage of WebGL rendering.

### Audio Engineer

Sep. 2013 – Present

*Sole Proprietor*

*Hybrid in Ottawa, London, Toronto, ON*

- Lead thousands of projects for hundreds of clients from inception to commercial release which resulted in over \$400'000 in revenue, 60'000'000 plays, and 700'000 monthly listeners with regular features on major platforms.
- Received federal funding (FACTOR) for many projects where I was responsible for leading technical teams.
- Communicated with non-technical clients about technical topics to ensure their needs were understood and met.
- Monitored and adhered to constantly changing technological specifications to ensure optimal playback translation across major streaming platforms and listening devices.
- Comfortable delivering results in fast-paced, high-stress, no-fail environments.
- Established version control and file management systems ensuring projects are available and optimized for any operating system or digital audio workstation using a combination of on-site and cloud storage solutions
- Expanded client network through social media content, ad campaigns, and direct referrals from clients.
- Self taught using free online resources and direct work experience with clients working on commercial projects.
- Consistently employed excellent time management skills to take on dozens of on-going projects simultaneously.

### Research Assistant

June 2011 – August 2013

*University of Ottawa Heart Institute*

*Ottawa, ON*

- Quantified and cleaned data from genetic lab experiments. Digitized and archived data from outdated hardware.

## TECHNOLOGIES / INTERESTS / SKILLS

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- **Technologies:** React, JavaScript, HTML, CSS, Next.js, Three.js, Firebase, Git, Node.js, REST APIs, Webpack, Howler, SASS / SCSS, Blender, Adobe Photoshop & Substance Painter, Notion, Digital Audio Workstations
- **Skills:** Google-Fu; Interpersonal Communication; Project Management; UI/UX; Digital Audio; 3D Modeling
- **Interests:** Long distance running; post-humanist philosophy & metaphysics; urban sustainability; accessibility; game dev; minimalism & essentialism; productivity; generative art; video games; Web 1.0; my dog Winston

## Education

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**Music Industry Arts** (Digital Audio Technology)

Sept 2013 – May 2015

*Fanshawe College*

*London, ON*