Michael Smith

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Innovative Software Engineer with experience developing full stack applications. Capable of quickly learning and mastering new technologies while working in both team and self-directed settings. Adept at designing and building applications with usability and high performance in mind.

Hard Skills: CICD, Github Actions, Django, Python, JavaScript, MongoDB, React, Html5, CSS, SASS, Bootstrap, Heroku, Node.js, Git, GitHub, PostgreSQL, Postman, Django, Linode, Cloud, AWS, Tailwind Css, Pro Tools, Ableton, DMX Programming, Adobe Suite: Photoshop, Illustrator, Premier Pro, Audition

Soft Skills: Detail Oriented, Project Management, Customer Service, Interpersonal Relations, Listening

Software Development Projects

Podcast Website Template - *Guest Booking System*
- Developed backend API models, view, and endpoints using Django Rest Framework.
- Designed Frontend with NextJs and Tailwind CSS.
- Calendly Integration
- Project includes: Blog, Campaign Manager, Episode Manager, Guest Booking System.

HomeForDj's - *Messaging app similar to discord.*
- React Frontend
- Backend API models using Django Rest Framework.
- Tailwind CSS

Restaurant Booking App - *Reservation Booking System similar to Opentable.*
- Built with TypeScript, Next JS 13, PostGres, Prism, Node
- Auth System with Next-auth

Github Actions Demo - *CICD pipeline with deployment to linode*
- Docker, Github Actions, Integration Testing, Automatic Deployment to linode server

Experience
- **Co-Host | Partner at Eggs The Podcast**
- **Lead Audio Engineer at Audiostar Inc - Seattle WA**
- **Event Manager at Rock The World Entertainment - Phoenix AZ**

Education

Software Engineering Immersive | General Assembly | October 2021 - Jan 2022
Certificate of Completion - Applied programming concepts, and leveraged JavaScript libraries like React, NextJS and compilers like TypeScript. Incorporated functionality from third-party APIs and added complexity and nuance with Python, Django, and more.

Shoreline Community College | Sep 2015 - May 2017
Recording Arts | Audio Engineering - Studied Music Theory, Mic Placement, Acoustics, Foley Recording, Audio | Video Editing. Lead Engineer for group capstone project. Learned proper use of Pro-tools, Audition, Premier, Logic Pro, and Ableton.