MARCO TORRE
Software Engineer

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SKILLS

JavaScript, Node.js, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Express.js, SQL, PostgreSQL, Webpack, jQuery, Git, Heroku, Liquid, Shopify, BitBucket, Vercel, Sanity.io, Tensorflow, PoseNet, CMS, NextJS, Agile, OOP, TDD

PROJECTS

MINDSET   (ReactJS, Javascript, PostgresSQL, Ruby on Rails, HTML, CSS/SCSS, Heroku)   live | github
A single-page clone of Headspace - an app that provides an approachable and visually engaging introduction to meditation.
- Created audio player leveraging HTML Audio Element API including custom progress bar with scrubbing
- Built upon existing app functionality by adding full CRUD to allow users to create custom meditation packs
- Reduced server load with Rails model associations and ActiveRecord to avoid N+1 queries

COMPYOUTER (Javascript, HTML, CSS/SCSS, Tensorflow, PoseNet, MediaDevices API)   live | github
A project that explores the realm of Human Computer Interaction using machine learning libraries.
- Crafted an interactive user experience using machine learning via Tensorflow and Posenet libraries, allowing users to interface directly interface with the application through their webcam
- Devised a means of employing Javascript DOM manipulation and Canvas to display animations on user's moving image

DISARRAY (ReactJS, Javascript, Express.js, MongoDB, Mongoose, Node.js)   live | github
A fast-paced, multi-player game inspired by Boggle.
- Constructed dynamic site design using React state and Redux store management in conjunction with MongoDB to allow for population of game leaderboard as well as live chat utilizing sockets.io to create a fun, collaborative game experience
- Facilitated daily standup meetings to achieve smooth and efficient team progress toward successful project completion

EXPERIENCE

Full Stack Software Engineer (Contract), *Robbie's Dev Shop*   Jun 2021 - Present
- Seamlessly integrate into established development shop's existing codebase to build fully customized e-commerce platforms
- Utilize jQuery, Javascript, and Liquid to create animations and engaging visuals to realize designer's concept
- Build out headless, static e-commerce sites using React, Sanity, and GROQ to dramatically improve site speed and performance

Producer, *There We Go Films*   Oct 2018 - Dec 2020
- Oversaw successful execution of multiple film productions for boutique production company including documentary series, branded content spots for major brands, and national commercials
- Hired production team and negotiated contracts with crew members, locations, named talent, agencies, and facilitated discussions with union to succeed in meeting client production expectations
- Restructured business development processes by implementing CRM software solutions and creating standard for generating and following-up on leads which resulted in new client relationships, contracts, and increased company profits

Director of Development, *Maned Wolf Productions*   Oct 2014 - Dec 2018
- Led team of designers and artists to ensure overall success of various theatrical productions (including sold-out performances at acclaimed off-Broadway theater)
- Spearheaded business operations and maintained all production schedules, budgets, contracts, and payroll to complete productions on time and under-budget
- Developed advertising and marketing campaigns to drive ticket sales through direct mail, email, and web channels

EDUCATION

App Academy - *Software Engineering*   2020 - 2021
  Immersive accelerator with a focus on full-stack development (1000+ hours of coding, < 5% acceptance rate)
Royal Central School of Speech & Drama (London, UK) - *MA Classical Acting*   2012-2013
New York University - *BM Vocal Performance*   2004-2008