

Ronald Crecco

Greater NYC Area | 914-760-9459 | ronald.crecco@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

skills React, React Native, Node.js, Redux, AWS, FireBase, Ruby, Rails, Postgresql, Node.js, Express, JavaScript, Firebase, jQuery, SQL, Git, RSpec, HTML5, CSS, Canvas.js, auth0, AirTable

experience

Software Developer

Moodswing Music IO (music licensing platform working with clients such as Hulu, EA Sports, MLS, Samsung etc.)

Jan 2020 - Present

- Developed and updated reusable React components for user interface.
- Built and oversaw an Airtable database of over 1000 audio files, including raw data.
- Managed user account and application security using auth0.
- Created an audio intake protocol to enable business to scale with clients and backend producers.

React Native Developer

ChopDawg

Contract

- Developed application features, including multiple user types and Redux storage of key data points, to meet deadlines.
- Worked with User Experience designer, using mockups provided through Invision, to build each screen to client specifications.
- Instantiated React Navigation as application router to allow for data and routes to be passed throughout the app easily.

projects

ToneFeed (Ruby on Rails, React/Redux, JavaScript, SQL, Wavesurfer.js, HTML, CSS)

[Live Site](#) | [GitHub](#)

A full stack web application where users can create an account, upload tracks, play tracks, and listen to tracks.

- Implemented back and front end authentication using BCrypt, React-Router, and cookies, to persist logins across sessions.
- Generated file upload functionality, leveraging AWS S3 storage to reduce server load and improve load time.
- Constructed Rails model associations to minimize backend queries when displaying user data.

Nickel and Chance (React Native, Firebase)

[GitHub](#)

A native mobile eCommerce platform

- Componentized key elements to improve scalability and ensure a clean and maintainable codebase.
- Leveraged React Native elements library (Picker, FlatList etc.) to create a smooth UX for the lists and collections.
- Enable Google FireBase SDK to make more efficient queries to the database, allowing for fluid manipulation of data.

SW Planet Tracker (React Native, Firebase)

[GitHub](#)

A native mobile app where users can create an account, search planet information, and take notes.

- Integrated Firebase to provide storage for user notes.
- Called fetch() to retrieve data from external API, to pull relevant planetary data in real time with search functionality.
- Utilized React-navigation library, allowing components to hold any data necessary.
- Through event listeners, authentication is constantly monitored; errors handled for login/signup

FunRun (JavaScript, HTML5 Canvas)

[Live Site](#) | [GitHub](#)

A side scroller platformer where the player can jump, throw a boomerang, and take damage.

- Animated game elements using JavaScript logic and Canvas to enhance the visual experience and used window.requestAnimationFrame() to guarantee smooth gameplay.
- Designed a custom collision detection algorithm, allowing characters to take damage and gradually lose health.
- Utilized JavaScript asynchronous functionality to limit players actions until triggered user input.

education

App Academy

1000+ hour software development program with a focus on full stack web development < 3% acceptance rate.

Susquehanna University - Selinsgrove, PA

Music Theory/Composition