

Jamaica Fredericks

[Portfolio](#) · [GitHub](#) · [LinkedIn](#)
jamaica.fredericks@gmail.com

SKILLS **JavaScript, TypeScript, React, Redux, jQuery, Python, Django, Ruby, Rails, MySQL, PostgreSQL, Webpack, Heroku, Jest, Web Audio, HTML5, CSS3, Git**

EXPERIENCE

Software Engineer (2019 - present) · *Flocabulary, Brooklyn, NY*

Front- and back-end development on 'Learning Pod' for teacher/student product

- Design, plan, and implement features in collaboration with PM/UX including 'Rap Battle' (see projects), and integration of *Google Classroom* and *SpeechStream Text-to-speech*
- Initiated and led reconfiguration of React component folder architecture
- Enhanced application security in response to *Cobalt.io* pentest audit, introduced user authentication rate-limiting to prevent Brute Force Attacks
- Won company-wide hackathon-- led team on project inspired by *Chrome Music Lab*

Co-Founder (2013 - 2017) · *Satellite Project Space, Seoul, Korea*

- Established independent art gallery, performance space, and bar/cafe
- Created and maintained operational logistics, inventory database, and financial oversight

Assistant Professor (2009 - 2017) · *Hankuk University of Foreign Studies, Seoul, Korea*

- Instructor of record; developed and implemented media and cultural studies curricula
- Research & publications: *Available upon request*

PROJECTS

Rap Battle · *Primary Developer @ Flocabulary* (React/Redux, TypeScript, Django, Redis)

Interactive, student-centered lyric-writing game for the classroom

- Utilizes Redis store and short polling for real-time updates between teacher and students
- Employs eager-loading and Howler.js to sync sound effects and CSS3 animations

Cloudcast · *Sole Developer* (React/Redux, Rails, PostgreSQL)

[Live](#) · [GitHub](#)

Single-page music streaming web app inspired by Mixcloud.com

- Integrates AWS S3 for image/audio uploads to minimize server-load and allow scaling
- Leverages Redux state for continuous, responsive audio playback via HTML5 Audio

miniRhythm · *Sole Developer* (JavaScript, Web Audio API, Canvas)

[Live](#) · [GitHub](#)

Audio sequencer built in object oriented JavaScript

- Dynamically synchronizes sample playback through Tone.js Web Audio framework
- Renders GUI and step-sequence visualization with Canvas, CSS3, and HTML5

TECH TALKS

Browser Music! Getting Started with the Web Audio API · *Women Who Code NYC, 2019*

EDUCATION

Full Stack Software Development · *App Academy, New York, NY, 2018*

MFA, New Genres Media Art · *San Francisco Art Institute, CA, 2007*

BA, Physics and Visual Arts · *Eckerd College, St. Petersburg, FL, 2004*