

JOHN CARLO PIERCE

SOFTWARE ENGINEER

PROJECTS

Lead coder | DUBLR

AUG 2023, BRAINSTATION

- Conceived and created full-stack React application using Node, Express, Knex, and MySQL

EXPERIENCE

Director of Music Programs | Cardinal Spellman High School

SEPT 2022 - AUG 2023, BROCKTON, MA

- Administered all curricular and co-curricular music and performing arts activities for community of 450 students
- Crafted lesson plans to introduce theoretical concepts and notational systems to improve music literacy
- Leveraged EdTech applications in the classroom to enhance instruction and deepen learning
- Systematized rehearsal planning with scheduling software to ensure best use of physical resources

Associate Professor of Music | Colorado State University

SEPT 2016 - JUN 2022, FORT COLLINS, CO

- Mentored students with an individualized approach toward successful completion of degree program
- Researched, produced, and published original scholarship in the fields of vocal studies and music history
- Evaluated virtual platforms and technological configurations to sustain instruction quality during COVID-19 pandemic
- Cultivated inclusive learning environment by modeling social and emotional intelligence

Director of Opera | New Mexico State University

JUL 2012 - JUL 2016, LAS CRUCES, NM

- Spearheaded project management of annual deliverables: two opera productions and two concert presentations per year
- Oversaw operating budget, initiated fundraising campaign, secured donations in excess of \$7,500 annually
- Networked with industry professionals in the performing arts field to increase regional profile of organization
- Developed publicity packages aligned with university branding; edited all printed and digital material

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SKILLS

HTML, CSS, JavaScript, Node, React, Express, MySQL, Agile Development, Document Object Model (DOM) APIs, Web APIs User Authentication, OAuth, Heroku, GitHub, Jest, Google Suite, Adobe Creative Suite, GarageBand, Finale Music Notation, Canvas LMS

PROFILE

My motivation to pursue a career in software engineering originated in a Music Technology course I taught this past year. My students and I became fluent with multiple music production applications we used to engineer and produce original songs. My experiences with that course led me to seek out the training I would need to influence product development in the field of education technology. As a teacher and performing artist, my ability to collaborate openly and flexibly has been key to my professional success.

EDUCATION

Brainstation |

Diploma,

Software Engineering

JUN 2023 - SEPT 2023

University of Connecticut |

Doctor of Musical Arts, Music Performance

SEPT 2009 - AUG 2013