

NOAM GUTERMAN

Frontend Developer

054-2525652



Hod HaSharon



noamguterman@gmail.com



https://noamguterman.dev



SUMMARY

Frontend developer with a creative tech background, specializing in React, JavaScript, and AI-powered applications. With a Master of Arts in Sound Design and a decade of experience in interactive media, AR/VR, and game development, I bring a unique perspective to building high-performance, user-friendly web applications. I'm passionate about merging aesthetics with functionality, ensuring that every project is accessible, performant, and engaging. Over the past 8+ months, I've developed React-based applications, AI-integrated tools, and dynamic user experiences, always focusing on clean code, best practices, and seamless UI interactions.

EDUCATION

University of Chichester

Master of Arts in Sound Design for Video Games
2021 - 2022

Berklee College of Music

Diploma in Game Audio & Interactive Scoring
2014 - 2016

SKILLS

- HTML, CSS, JavaScript, TypeScript, PWAs, W3C Accessibility, Git
- React, Bootstrap, jQuery, SASS, D3.js
- Vite, npm, Git, Visual Studio Code, Bash, Netlify, Figma
- NodeJS, ExpressJS, RESTful API, Firebase, Wordpress, OpenAI API, LangChain, Supabase
- MySQL, PostgreSQL, MongoDB, Cloudflare, Unit Testing, Jasmine, Slack, Jira, Unity

CERTIFICATIONS

- The Frontend Developer Career Path
- Advanced JavaScript
- Advanced React
- Introduction to Clean Code
- Introduction to Unit Testing
- Learn TypeScript
- What's New in React 19
- Responsive Web Design
- JavaScript Algorithms and Data Structures

PROFESSIONAL EXPERIENCE

Frontend Developer

Freelance | Jun 2024 - Present

- Built & deployed client projects, creating mobile-first, high performance web applications using React, JavaScript, and TypeScript.
- Enhanced site performances, optimizing for SEO, accessibility, and page speed using best practices.
- Integrated AI-driven features with OpenAI API & LangChain, improving user engagement and automation capabilities.

Audio Lead / Technical Artist

Inception XR | May 2019 - May 2024

- Designed & implemented adaptive audio systems for AR/VR applications, improving spatial immersion and user retention.
- Optimized workflows, reducing production bottlenecks and improving team efficiency.
- Collaborated with engineers & designers to create seamless real-time interactive audio for mixed reality environments.

Sound Designer & Interactive Audio Specialist

Freelance & Epic Stock Media | Oct 2014 - Jul 2023

- Designed adaptive audio systems and produced thousands of sound assets for AAA & indie games, films, and multimedia projects.
- Integrated real-time audio middleware (Wwise, FMOD, Unity) to enhance spatial sound & interactive music.
- Optimized workflows, cutting sound asset production time.
- Collaborated with developers to create immersive, dynamic audio experiences.