

Beatster is a digital production marketplace with the elements of social networking. The service allows beatmakers to upload beats, share them with peers and sell different beat licenses



Engineering challenges and wins

In order to build complicated dynamic interfaces we decided to develop it as an SPA (single page application). For example, sounding of the player is not interrupted when you navigate between different pages of the website. Background file upload does not block other functions of the service. All filters, searches and navigation are instant



Friendly interface of user panel offers intuitively comprehensive uploading of beats, calculates BPM rate automatically (beats per minute), gives hints on filling out the fields and allows to manage uploaded tracks



Though Beatster is a client-side application it can be rendered on a server (via universal rendering) that allows it to be indexed by search engines such as Google just like old-fashioned server-side applications



With help of the Elastic Stack we have provided the ability for administrator to view and analyze the information about users' activity, sales, and beat downloads. This statistical data is represented in the form of graphs, charts, and tables. All this data can be used to create crosssections, aggregations, and to be exported and represented in a reader-friendly way



The design of the App is responsive so it can be used not only on desktop computers, but also on other devices, like tablets and phones. Interface is adapted to the size of devices and it optimizes user experience. Thus, the user always has an opportunity to listen and to buy the license for using beats, even with the phone



How was Beatster built?

features: SPA with universal(client and server) rendering

tech stack: Node, Express, ReactiveX, React, Webpack, ESLint, Nginx, MySQL, ElasticSearch, Logstash, Kibana, AWS S3, Docker

