Christopher Crocetti

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QUALIFICATIONS

Experienced programmer with over fifteen years in the field. Familiar with many web technologies and programming environments/frameworks. Experience in the animation industry and several others (media, web development, gaming, marketing). Able to be thrown into new environments and languages with ease. Comfortable working solo or in a team.

- Operating Systems: UNIX (Linux), Windows, Mac.
- Programming Languages and Technologies: Python, Javascript/Typescript, C#, PHP, Java, C/C++.
- Web Development Technologies: Django, Angular, jQuery, Git, CSS/SCSS, Bootstrap, SVG, XML/XSLT.
- Database Systems: PostgreSQL, MySQL, SQL Server, Oracle.
- Media Production Software: Blender, Shotgun, RV.

PROFESSIONAL EXPERIENCE

Full Stack Developer

Tangent Animation *Toronto, ON* *Dec 2016 – Aug 2021*

- Developed LoUPE, a cloud-based asset and content management system from an award-winning animation studio using Django and Angular, including feature and module development, automated unit testing and profiling, third party library integration and front-end SCSS/CSS layouts.
- Wrote Shotgun API scripts for production automation, and Blender integration through a dedicated client app.
- Worked with Python, Django, Angular, SQL databases and front-end technologies.
- Automated load testing and deployment, including version management with Git over GitHub.
- Worked with seasoned professionals in the animation industry to help bring full-length digital animation features to life with automation scripting and reports.

Senior Developer, Contract

Tendril *Toronto, ON* *Sep 2016 – Dec 2016*

- Designed, programmed and implemented a web application for artists to interface with Shotgun, Slack and other cloud applications.
- Deployed a solution leveraging Python, Django, Jquery, Bootstrap and current-level CSS and HTML 5 techniques to create a responsive web application.
- Deployment of application on the cloud, using MySQL and Linux backends, via modern test-driven design.

Web Software Engineer

Arc Productions *Toronto, ON* *Oct 2013 – Aug 2016*

- Managed production support requests, providing on-demand tools and systems.
- Crafted API tools using XMLRPC protocols to interface between production services and studio tech developers.
  - Managed transition from in-house production software to Shotgun, an industry standard production management suite.
- Worked to solve performance and interoperability issues with Shotgun and its underlying PostgreSQL database.
- Wrote a complete electronic time keeping system for tracking payroll.
- Designed and wrote a complete user location mapping system for the studio.
- Software design, maintenance, testing and implementation.
- Development in Python using the Django framework, Javascript/jQuery, XML-RPC, PostgreSQL, MySQL.

EDUCATION

Bachelor of Computer Science, Honors
Laurentian University *Sudbury, ON*
2005
References available upon request