Thomas Macari
Senior Software Engineer - Google

San Ramon, CA - Email me on Indeed:

I am a senior full-stack developer with 11 years of experience and a broad range of development skills including Python, C#, Javascript, NodeJS, Linux, and MongoDB. I also have experience as a team lead, scrum master, UX designer, and have always taken an interest in learning new technologies and frameworks. I have worked closely with project managers to architect effective applications, and have also been in charge of deploying code to staging servers and production.

I feel strongly about the team dynamic - I enjoy mentoring junior developers, doing code reviews, presenting technical trainings, and writing code that is well documented, descriptive, and readable for other developers. I've also had a very interesting experience in business development as General Manager for a professional minor-league baseball team in the past.
Willing to relocate to: San Francisco, CA
Authorized to work in the US for any employer

WORK EXPERIENCE

Senior Software Engineer
Google (via CDI Software)   -   Mountain View, CA - March 2016 to Present

Software)
● Architect Google Enterprise web applications and pages.
● Stagings, builds, deployment to production through proprietary Google internal tools.
● Mentor junior developers and give trainings in Python, Django, and AngularJS.
● Quality Assurance using VirtualBox to view different OS and browsers.

Senior Software Engineer
Cisco (via APN Software)   -   San Jose, CA - January 2015 to March 2016

Software)
● Architect web portal to add users and services.
● Staging, builds, and deployment to production through Jenkins.
● Develop NodeJS backend server for testing.
● Train and mentor developers on new technologies.

Senior Software Engineer & UX Specialist
State Compensation Insurance Fund   -   Pleasanton, CA - July 2014 to January 2015

* Create look and feel for web application
* Create AngularJS UI to load big data
* Mentor Junior Developers

Lead Developer & Scrum Master
General Electric (GE) - June 2013 to April 2014

Act as Scrum master and lead developer for a group of 10 team members.
● Architect responsive web applications for multiple devices - from mobile to desktop.
● Mentor junior developer, train teams on new technologies.
● Present updated work to the director and other teams.

Senior Software Engineer

iWin Games - June 2011 to November 2011

Create "$100,000 Pyramid" social Facebook game.
● Create "Daily Jackpot" user retention mini-game.

Senior Software Engineer

Kabam - San Francisco, CA - July 2010 to June 2011

Worked on a team to develop RPG games called "Hero Force" and also "Dragons of Atlantis".
● Optimize graphic & game performance and load times.
● Create quest system, shop, and inventory features.

ADDITIONAL INFORMATION

SKILLS

Full-stack technologies: Python, Django, NodeJS, Express, MongoDB, NPM, Grunt, Gulp, REST, HTTP,
C#, Javascript, AngularJS, jQuery, Actionscript, PHP, Git, SVN, Perforce, JSON, SASS, CSS3, HTML5
Systems Administration: Jenkins, Apache, Linux, Ubuntu, CentOS
Virtual Machines: VMWare, VirtualBox
Agile Development: SCRUM, JIRA, Rally, Pivotal Tracker
Design: Photoshop, Illustrator, Premiere, GUI, Unity3D, Blender, Maya, SVG, Vector, Flash
Tools: Intellij, Eclipse, Visual Studio, WebStorm, PyCharm, MonoDevelop