

Austin Taranto

Austin.Taranto@gmail.com | (914)-227-5677 | Scarsdale | New York

AWS Cloud Practitioner Certification: https://www.credly.com/badges/ea69605a-06c7-41f2-8367-6bd2ca807a9d/linked_in

Github: <https://github.com/ataranto320> | **LinkedIn:** <https://www.linkedin.com/in/austin-taranto-70670167/>

Professional Summary

Certified AWS Cloud Practitioner & Full-Stack Web Developer graduate of the Columbia Engineering Coding Boot Camp through their Engineering Program. Tenacious mindset with a hunger for learning how to fix problems while also being a contributing team member. Proven knowledge of coding languages that design web applications both front & back-end with some functioning games in between. Seeking to shift careers into IT & work for a company utilizing my newly found & developing skills.

Skills

IAM administration, Create VPCs, Create public & private subnets, Launch EC2 instances, Manage S3, Auto scaling, Git, Linux, HTML5, CSS, JavaScript, jQuery, JSON, Bootstrap, Node, Express, React, Handlebars, MySQL, MongoDB, AJAX, API, Firebase, React-Native

Projects

- **Hangman:** <https://ataranto320.github.io/Hangman-Game/> (Front-End)
Created game based on hangman with theme of classic PlayStation 1 game (Metal Gear Solid).
Languages: HTML5, CSS, JavaScript
- **Clicky-Game:** <https://github.com/ataranto320/Clicky-Game> (React with directions)
Created memory click game based on Super Smash Bros video game.
Languages: React, HTML5, CSS
- **Super Hero Game:** <https://jaja-project2.herokuapp.com/> (Full-Stack)
Created with team to allow users to face off their favorite super heroes in epic battles.
Languages: Handlebars, CSS, JavaScript, Sequelize
- **Crystal-Game:** <https://ataranto320.github.io/unit-4-game/> (Front-End)
Created mathematical game consisting of crystal icons of different numerical values used to reach a total without going over.
Languages: HTML5, CSS, JavaScript

More projects found on Github [link](#).

Work Experience

CBS Sports Network

Media Asset Manager (NYC) Nov. 2018 – Present

- Manage imports/tags with XML metadata to organize & archive for production.
- Open tickets, share logs, & work with engineers to determine cause of failure, plan implementation, & resolve issues.
- Schedule & troubleshoot daily recordings for televised sporting events across various networks in Dalet Media System.
- Footage restoration & organization for live & ongoing edits: Super Bowls 53 & 55, March Madness, Emmy Awards.
- Train incoming recruits in daily & best practices.
- Ingestion of various physical media to digitize content for studio & edits.
- Creation & distribution of FTP links to outside partners.
- Encode & transcode media to multiple video codecs to meet client needs.

CBS Sports

Media Service Coordinator (NYC) Nov, 2014 – Nov. 2018

- Assisted producers in finding footage for studio, field, & project edits: Super Bowl 50, March Madness, Emmy Awards.
- Monitored incoming & outgoing digital files to filed production & other networks.
- Coordinated gathering & distributing standby show edits for live broadcasts.
- Supervised staff for live weekend game events.

Previous work experience provided on LinkedIn [link](#).

Education

Columbia University – The Fu Foundation School of Engineering & Applied Science (New York, NY) 2019

Certificate, Full-Stack Web Development

Engineering Coding Boot Camp

Sacred Heart University – John F. Welch College of Business (Fairfield, CT) 2008 – 2012

Bachelor of Science, Business Administration

Concentration: Entrepreneurship