

# ANGELO TARTANIAN

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## Experience

### Lead Software Engineer

June 2018 - Present

@ LexSet

Built scalable cloud rendering solution using Docker, Blender 3D, Bash and Python. Used to generate large (200M+) synthetic image datasets from CAD data for training artificial neural networks in spatial awareness and object detection tasks. Worked on web and iOS demo applications for AR and reverse image search.

### Full-Stack Web Engineer

October 2017 - June 2018

@ DonorSearch

Migrated custom PHP codebase to MVC framework. Introduced agile/scrum development process (slack, ticket tracking with Asana, standups, sprints). Set up modern dev-ops using Docker containers and automated database update procedures for many large databases (10+ 200 million+ row tables).

### Freelance VR Developer

August 2016 - October 2017

@ Talking Tree Creative

Designed and built a series of informational VR applications using Unity 3D game engine. As the sole designer/developer, I was responsible for everything in the applications including 3D modelling, texturing, shading, lighting, C# scripting, testing, optimization and deployment. Deployed to Oculus Gear VR and HTC Vive platforms.

### Front-End Web Engineer

December 2015 - June 2016

@ Shapeways

Developed front end features for Shapeway's consumer focused 3D printable content marketplace as part of a large development team. Wrote technical specifications and built features using modular, component based architecture. Used BEM methodology to organize CSS styles.

### Full-Stack Web Engineer

April 2012 - November 2015

@ MakerBot Industries

Developed MakerBot's content sharing site, Thingiverse, as part of a medium sized development team. Worked in agile process with project managers, designers, and other stakeholders to define, iterate, test and evaluate features. Ran workshops to teach design for 3D printing.

## Skills

PHP / Python / C#

MySQL / NoSQL

Bash

Git / Github

Linux / Unix

Docker / AWS / GCP

HTML

Sass / CSS

Javascript / jQuery

BEM / SMACSS

Responsive Design

Testing Automation

Photoshop/Illustrator

Blender 3D

PBR Rendering

OpenSCAD

Unity 3D

JIRA / Asana

## Interests

Open Source SW/HW

Game Design

Strategy Games

Baking (sourdough!)

Film

Blacksmithing