

BRIAN JACK TAMBARA

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Software Engineer

Quality-focused application development professional with a passion for programming. Dedicated to writing elegant code that is reusable, understandable, and easy to maintain. Offer several years of experience in development lifecycle management. Leverage technical expertise in numerous programming languages and platforms - including [Java, Python, and SQL] - to improve user experiences and create breakthrough, innovative applications.

PROFESSIONAL PROFILE

View time consuming processes and system shortfalls as opportunities to innovate – Developed applications to automate time-consuming tasks, increase operational efficiency, and eliminate errors caused by manual intervention.

Continuously learn and adapt to rapidly evolving and emerging technologies – Automated process for backing up major studio projects at Deluxe Media. Learned Python and PHP to develop a user-friendly and intuitive web interface.

Managed the migration from Python 2 to Python 3 for a client application. – Refactored codebase to reflect the latest Python 3 changes. Updated all libraries for compatibility. Added typing to most of the codebase. Wrote unit tests to confirm that the changes work correctly.

COMPETENCIES and TECHNICAL SKILLS

Core Competencies: Application Development, Test Driven Development, Digital / New Media, Team Leadership, User Support / Training, Project Management / SDLC, Testing / Quality Assurance, Requirements Analysis, Framework Development

Programming: Python, Django, C, C++, Java, PHP, MySQL, JetSQL, Perl, JavaScript, Ajax, jQuery, Git, Object Oriented Analysis and Development, UNIX / Linux Scripting, XML, JDBC, HTML, 3rd Party API Integration, Blu-ray Java

Operating Systems: Windows 10, UNIX, Linux

Additional Applications: Visual Studio Code, GitHub, GitLab, Targetprocess

PROFESSIONAL EXPERIENCE

ZOO Digital – Sheffield, England

2022 – 2023

Software Engineer (Remote)

Design, test, and improve internal toolsets and applications. Build software applications that are scalable web services. Work as a full-stack engineer, participating in both the front-end and back-end development of an application. This includes code review, performance evaluation, internal tool management, and updates.

- Maintained billing, project management, file storage, and asset management software applications. Includes troubleshooting, adding additional functionality based on customer feedback, and deployment.
- Improved version control for assets used by artists and project managers. Assets can be approved or rejected

along with a description.

- Added GitLab pipelines to check for lint issues, unit test failures, and security issues. This allowed the team to deploy frequently and confidently.

Technical Environment: Python, Django, Javascript, Ajax, jQuery, Visual Studio Code

ZOO Digital – El Segundo, California

2020 – 2022

Java Developer (Remote)

Update ZOO's BD-J library and templates used for title production to the latest Disney specifications. Refactor the code base to support 4K Ultra HD. Test and debug BD-J applications and create test plans for title QC processes.

- Developed a production title template generation application that improved the efficiency of ZOO's production title pipeline.
- Managed the design and development of the UHD test disc to Disney specifications. The disc was submitted to Disney for approval and was approved, allowing ZOO to begin work on UHD titles.

Technical Environment: Java, Blu-ray Java, Eclipse

Deluxe Media – Burbank, CA

2011 – 2018

Java Developer

Develop and maintain specifications for Blu-ray Disc Java (BD-J) title development. Develop BD-J library and templates used for title production. Create and maintain source code. Test and debug applications and create test plans for title QC processes. Facilitate frequent customer meetings to outline project status and address changing requirements.

- Managed the project lifecycle for Life of Pi, a high-profile title for 20th Century Fox. Developed a custom framework for Life of Pi 3D and 2D that seamlessly integrated with Fox's standard framework.
- Led the design and development of the Activision Blizzard framework for the company's Blu-ray Collector's Edition of major titles, including Diablo 3, World of Warcraft, Mist of Pandaria, and StarCraft 2: Heart of the Swarm.
- Created reusable code for the Blizzard framework in order to meet aggressive, 2-3 week project turnaround times.

Technical Environment: Java, Blu-ray Java, PHP, JavaScript, Python, Unix

CalPortland Cement – Pomona, CA

2008 – 2011

Service Desk Analyst

Provided Level 1 user support for the entire company, including providing business critical IT support and equipment maintenance for executives and dispatchers. Maintained daily IT operations checklist. Troubleshoot PC, printer, network (LAN/WAN) and data center environments. Maintained WinTel, terminal and application servers.

- Developed an application that automated a time-consuming records management process, reducing labor costs while increasing data accuracy and integrity of the records management system.
- Created the Windows 7 image to support a company-wide upgrade from Windows XP to Windows 7. Identified image requirements and developed installation guides and supporting technical documentation.
- Recognized for consistently meeting executive deadlines on laptop and network repair projects, often arriving early to complete projects before executive meetings or travel.

Technical Environment: WinTel, Terminal and Application Servers, Java Swing

Ligo Lab – Glendale, CA

2010 – 2011

Java Applications Developer Intern

Partnered in developing LigoLab-Information Systems, a comprehensive and scalable Laboratory Information System that helps physicians obtain specimen test results faster and track specimen lifecycles more easily. Focused on document

imaging, specimen tracking and anatomic pathology aspects of the healthcare application.

- Gained experience with Java, Swing, the software architecture model view controller and relational databases.
- Responded to client requests to include new specimens / groups by making additions / modifications to the database. Used LigoLab API and implemented changes to the GUI.
- Worked with a PDF writer API in order to modify existing implementations of the PDF writer. Handled modification of invoices, labels and requisitions documentation of the PDF template implementation.

Technical Environment: Rapid Application Development Frameworks / Tools, GUI Development, Object-relational Mapping, Java Swing, MySQL, Microsoft SQL Server 2005

EDUCATION

BS in Computer Science – Cal Poly Pomona – Pomona, CA	2009 – 2011
Coursework, Computer Science – Mt. San Antonio College – Walnut, CA	2006 – 2009

AFFILIATIONS

Member – Computer Science Society, Cal Poly Pomona Section	2009 – 2011
Member – Alpha Gamma Sigma Honors Society, Zeta Chapter	2008 – 2009
Member – Computer Science Society, Mt. San Antonio College Section	2008 – 2009