Brian Tambara

http://briantambara.com • https://github.com/btambara
Los Angeles, CA • http://briantambara.com

Software Developer and Analyst

Quality-focused application developer with a strong passion for clean, efficient programming and delivering scalable, sustainable solutions. Committed to writing elegant, reusable, and maintainable code that supports long-term success. Brings over 10 years of hands-on experience across the full software development lifecycle, from initial design to deployment. Skilled in leveraging deep expertise in Java, Python, and SQL to enhance user experiences and develop innovative, high-performance 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.

View time consuming processes and system shortfalls as opportunities to innovate - 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: Agile, Test Driven Development, API Development, Web Application Development, CI/CD, Requirements Analysis, System Design/Analysis

Programming Languages: Python (2,3), Java (8,11,17), C# (6.0), Typescript (5), Javascript (ES2019)

Frameworks: Django, UiPath, Mulesoft, bootstrap, jQuery, AJAX

Applications: GitLab, VSCode, Jira, Bitbucket

PROFESSIONAL EXPERIENCE

ZOO Digital - Sheffield, England

Internal Tools 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.

LigoLab - Glendale, CA

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.

Deluxe Media - Burbank, CA

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 Panderia, 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.

ZOO Digital - Sheffield, England

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

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

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EDUCATION

BS in Computer Science - Cal Poly Pomona - Pomona, CA

Coursework, Computer Science - Mt. San Antonio College - Walnut, CA