Brian Tambara

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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.

COMPETENCIES and TECHNICAL SKILLS

Core Competencies: Agile Software Development, Test-driven development (TDD), 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: Symitar, Git, GitLab, VSCode, Jira, Bitbucket

PROFESSIONAL EXPERIENCE

Software Developer and Analyst Chatsworth, CA   Jun 2024 to Present

Develop solutions using various languages and technologies for internal stakeholders at Premier America. Collaborate with business units to analyze, design workflows, and code solutions to enhance revenue, efficiency, and member experience. Utilize Symitar, SQL, Python, and web frameworks to create internal workflows. Lead planning, design, programming, testing, and support for new processes. Automate business processes, deploy new features, optimize APIs, and orchestrate data exchange. Create reusable code, documentation, provide application support, and collaborate with stakeholders. Handle Continuous Integration deployments, troubleshoot bugs, and address issues at the module level.

- 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.

Internal Tools Software Engineer (Remote) Sheffield, England   May 2022 to Aug 2023

Designed, developed, and maintained scalable internal tools and web applications to support key business operations. Worked as a full-stack engineer, contributing to both front-end and back-end systems. Collaborated in code reviews, performance tuning, and feature development to improve usability and efficiency. Actively managed and enhanced internal systems to meet evolving organizational needs.

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Java Developer (Remote) Sheffield, England   Jun 2020 to May 2022

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.

Java Developer Burbank, CA   Jul 2011 to Oct 2018

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.

Java Applications Developer Intern Glendale, CA   Sep 2010 to Jan 2011

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.

EDUCATION

BS in Computer Science - Cal Poly Pomona - Pomona, CA 2009 to 2011

Coursework, Computer Science - Mt. San Antonio College - Walnut, CA 2006 to 2009