Christopher Vaccarello
Lead Full Stack Node JS Developer

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Driven by a passion for learning and a commitment to excellence, I am seeking a position where I can utilize my 11+ years of experience in Full Stack Node.js Development to expand my knowledge, and make a positive impact.

PROFESSIONAL EXPERIENCE

Brandgage
2016 - Present

Lead Full Stack JS Developer — *5 years*
Full Stack JS Developer — *2 years*

- Managed a team of Full Stack JS developers to produce high-quality websites, electron desktop applications, and experimental concepts, ensuring project success within budget and timeframe.
- Achieved significant productivity improvements by automating releases through API integrations of Bitbucket, Dropbox, and Asana, using Node.js.
- Organized developers through task management strategies in Asana, and mentoring of industry best practices in JavaScript.
- Pioneered cutting-edge web products by incorporating face tracking, machine learning, XR interactions, 3D simulations, QR scanning, and real-time socket-based communication.
- Successfully completed numerous client websites and applications using Cloudways, Firebase, Node.js, Express.js, Electron, Gulp, Webpack, Twig, Handlebars, SCSS, React.js, jQuery, SQL, NoSQL, and Blender.

Wombat Security Technologies
2012 - 2016

Front End Developer — *4 years*

- Turned Product Management requirements into mockups, designs, and prototypes through Balsamiq, guided by agile processes and utilizing jQuery and Backbone.js.
- Created an Automated QA Framework; built on top of Selenium for front end testing.
- Created responsive Cybersecurity Training Courses, using jQuery and Ember.js.
- Applied 508 Compliant HTML.
- Gathered user feedback to improve designs.
- Heavy use of numerous Atlassian products, such as Jira and Confluence.

SKILLS

- JavaScript
- Node.js
- Electron.js
- Express.js
- React
- Firebase
- NPM
- SQLite
- Webpack
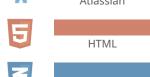- SCSS
- Gulp
- jQuery
- Atlassian
- HTML
- CSS
- Python

TwoCastle Software
Intern Developer

2010 - 2012
2 years

- Constructed 3D spaceship and weapon models in Blender.
- Created OpenGL shaders.
- Programmed scripts for Blender to export 3D models.
- Created mockups for game play and features.

Personal Projects

2007-2023

- **2023:** Created a game-overlay using Node.js, Electron, and Tesseract.js, to detect in real-time, specific high-quality in-game items, based on text descriptions and values.
- **2022:** Created a web portal with Firebase, Express.js, TensorFlow.js, Chart.js, Socket.io, and jQuery which contained both admin and user facing pages, to purchase in-person snacks. Users direct their phone's camera to a snack to confirm the purchase. Admins got real-time updates on snack statistics available on tables and charts.
- **2016-2022:** Created and maintained a large-scale discord bot for a mobile game called Pokemon GO, using Node.js, Tesseract.js, SQL, Knex.js, and Lunr.js. Thousands of players, hundreds of communities, and dozens of developers used and contributed to this bot to coordinate in-game activities through discord's chat-based interface.
- **2012:** Developed an educational AI contest game in Python for Shawnee State University's Artificial Intelligence class. Students would compete to program a better AI spaceship using a variety of unique techniques.
- **2012:** Attended Google's invitation-only AI contest called ShipWars, where I competed to build the best AI controlled spaceship.
- **2011:** Developed a complete arcade-style puzzle game in Python known as Disintegris.
- **2007:** Created an educational HTML and JavaScript board game; this game taught Anglo-Saxon literature and medieval culture.

EDUCATION

Shawnee State University
Bachelor's Degree in Digital Simulation and Gaming

Studied C#, C++, Python, Java, HTML, JavaScript, CSS, PHP, MySQL, Assembly, Unity, Blender, Maya, Photoshop

PROFICIENT IN

SQL, NoSQL, AJAX, REST, JSON, GIT, Twig, Handlebars, Agile, Scrum, Sprint, Jira, Confluence, Asana, Slack, Balsamiq, GitHub, Bitbucket, GitLab, and Webstorm.

FAMILIAR WITH

Yarn, XML, MySQL, MongoDB, CouchDB, Backbone.js, Ember.js, Tesseract.js, TensorFlow.js, Lunr.js, Inkscape, Heroku, Digital Ocean, Cloudways, Cloudflare, AWS, and MVC Principles