

Christopher Vaccarello

Lead Full Stack JS Developer

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Objective

Driven by a passion for learning and a commitment to excellence, I am seeking a position where I can contribute my skills, expand my knowledge, and make a positive impact.

Education

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

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

Professional Experience

Brandgage

Lead Full Stack JS Developer
Full Stack JS Developer

2016 - Present

5 years
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, implementing task management strategies, and teaching industry best practices.
- Pioneered cutting-edge products incorporating face tracking, machine learning, XR interactions, 3D environments, QR scanning, and real-time socket-based communication.

Wombat Security Technologies

Front End Developer

2012 - 2016

4 years

- Created mockups, prototypes, and designs for numerous web apps and other interactive UI components; guided by agile processes.
- Created Automated QA Framework; built on top of Selenium for visual front end testing.
- Created responsive front end Interactive Cyber Security Training Courses.
- Applied 508 Compliant HTML.
- Gathered user feedback to improve designs.
- Heavy use of numerous Atlassian products, primarily Jira and Confluence.

Skills



Balsamiq



HTML



CSS / SCSS



JavaScript



Node



Electron



Atlassian



React



Python

TwoCastle Software
Internship 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.

Other

Agile Processes, Slack, Tesseract.js, TensorFlow.js, Inkscape, Heroku, Digital Ocean, Cloudways, Cloudflare, Google Firebase, and AWS

Freelance Work

2009 - 2012

- Created an educational HTML and JavaScript board game; this game taught Anglo-Saxon literature and medieval culture.
- Developed a complete arcade-style puzzle game in Python known as Disintegrator.
- 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.

Supplemental Experience

Google ShipWars 2012

2012

- Attended Google's invitation-only Artificial Intelligence contest, where I competed to build the best AI controlled spaceship.

Lowe's Home Improvement

2011

- Front Loader. Helped load and unload vehicles as well as return carts and acquire internet/special orders for customers.

Giant Eagle

2008 - 2009

- Started as a Bagger and Cart Retriever, was promoted to Deli worker. Cut meats and cheeses for customers, then cleaned and closed the deli every night.

Richland Community Activities
(Volunteer Work)

2002 - 2010

- Organized and maintained the local park for Community Day, with activities for children and young adults, including a Haunted Halloween Barn. Also provided assistance during Easter for the Easter Egg Hunt.