Christopher Vaccarello
Full Stack JS Developer

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Objective

I am looking to expand my knowledge and skills by adding value to an organization. I am very self-motivated and eager to learn.

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   2016 - Present

- Managed a team of Full Stack JS Developers to create websites, electron desktop applications, and experimental concepts.
- Increased productivity through streamlined processes, procedures, and teaching of industry best practices. Accomplished through automated releases, task management with asana, and review processes.
- Created numerous frameworks for face tracking, machine learning, XR products, QR scanning, touch interactions, 3D environments, SQL & No-SQL Databases, and real-time socket-based interactions.

Wombat Security Technologies   2012 - 2016

- 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 & Confluence.

Skills

- Balsamiq
- HTML
- CSS/SCSS
- JavaScript
- Node
- Electron

TwoCastle Software   2010 - 2012

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

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 Disintegris.
- 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.

Atlassian

Python

Other Knowledge

Jira, Asana, Slack, React, Tesseract OCR Engine, Inkscape, Google Firebase Products,

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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/Cart Retriever, was promoted to Deli. Cut meats and cheeses for customers, then cleaned/closed the deli every night.

Richland Community Activities   2002 - 2010
(Volunteer Work)

- 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.