Christopher Vaccarello

Lead Full Stack JS Developer

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Pittsburgh, Pennsylvania

Attps://cvaccarello.com

Driven by a passion for learning and a commitment to excellence, I am **OBJECTIVE**

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,

PROFESSIONAL EXPERIENCE

Brandgage

Lead Full Stack JS Developer Full Stack JS Developer

2016 - Present

5 years 2 years

- CSS / SCSS

HTML

Balsamiq

- Node

Wombat Security Technologies

budget and timeframe.

2012 - 2016

4 years

Front End Developer

communication.

Created mockups, prototypes, and designs for numerous web apps and other interactive UI components; guided by agile processes.

Managed a team of Full Stack JS developers to produce

Achieved significant productivity improvements by

strategies, and teaching industry best practices. Pioneered cutting-edge products incorporating face

tracking, machine learning, XR interactions, 3D

automating releases, implementing task management

environments, QR scanning, and real-time socket-based

high-quality websites, electron desktop applications, and experimental concepts, ensuring project success within

- 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









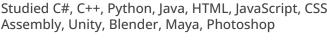












TwoCastle Software

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.

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 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.

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.