

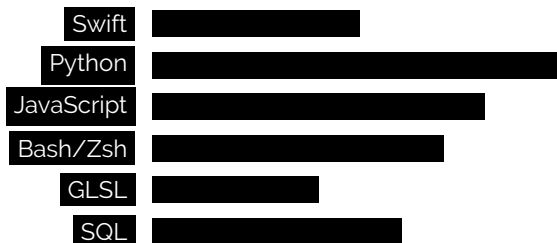
DAN PUTNAM

Providence, RI
+1 315 857 7024
dan@dputnam.net

dputnam.net
github.com/d-putnam
d-putnam

WHO AM I?

I'm a dedicated full-stack technologist with a background in marketing operations and algorithmic multimedia art. I have a passion for task automation and problem solving "the hard way" to produce optimal workflows for myself and my team. I love collaboration as well as developing a project from start to finish. I'm also a proud cat dad, synthesizer enthusiast, and philosophy nerd!



EXPERIENCE

2021 – Present
full time

Digital Asset Administrator

Hasbro Inc.

Leads the asset management team within Hasbro's internal creative agency. Coordinates with operations, production, and post-production teams to identify process improvements. Develops custom applications and API integrations to build upon existing resources.

Python / Flask / Swift / SQL

2016 – 2021
contract

Digital Asset Archivist

Hasbro Inc.

Managed the media asset database for Hasbro's video marketing department, supporting ad buys and regional localization while restricting access to sensitive intellectual property. Maintained the shared post-production server by archiving finished projects.

JavaScript / OpenText / Workfront

2015 – 2020
freelance

Audio-Visual Technician

ATR Treehouse

Stagehanding and shop maintenance for various music, art, and corporate events in the southern New England area.

2013 – 2015
part time

Audio Digitization Assistant

Orwig Music Library

Processed material from the library's collection of vinyl, cassette, and reel-to-reel recordings for use as course materials. Managed asset metadata for the online streaming database.

Pro Tools / Archivists' Toolkit

2013 – 2015
part time

Multimedia Labs Consultant

Brown University CIS

Monitored the labs, providing technical support for students and faculty working in various media including audio, video, animation, digital photography, and 3D printing.

Adobe CC / FreeCAD

EDUCATION

2020

HarvardX (online)

Professional Certificate in *Computer Science for Web Programming*

2011 – 2015

Brown University

Bachelor of Arts degree in *Computer Music & Multimedia*