

Adam Biagianti

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front-end software engineer

<https://github.com/el-mapache>
<http://availableforfriendship.com>

Professional

GoPro - Software Engineer, november 2013-present

<http://gopro.com>

- Develop and maintain large web site in Ruby on Rails, Angular and Backbone.
- Work closely in small teams to architect and implement features.
- One of the core developers responsible for architecture and implementation of the current shopping cart, a large Backbone application.
- Other features include firmware updating and management, media management tool, site support, web store and Photo/Video of the Day.

Source Elements - Contract Developer, january 2014

<http://source-now.com>

- Created recorder module for Source-Element's new product *Source-Connect Now* utilizing the WebAudio API and Angular.

General Things - Software Engineer, august 2012 - october 2013

- Developed applications for clients in an Agile work environment.
- Wrote front and back-end code in Ruby on Rails and Backbone.
- Strong hand in guiding feature development for clients.

Bungolow - Web Developer, april 2012 - july 2012

<http://bungolow.com> (no longer active, based in Buenos Aires)

- Responsible for all aspects of codebase for a Latin American travel startup.
- Maintained and designed existing site, implemented new features using PHP and Backbone.
- Participated in feature and business development strategy.
- Deploy and monitoring uptime of application using AWS.

Unlimited Paenga Tawhiti - Contract Developer, october 2011 - february 2012

<http://unlimited.school.nz>

- Complete redevelopment of the site for Unlimited High School, New Zealand.
 - Responsible for information architecture, basic layouts and all front and back end features.
 - Written in Silverstripe PHP framework, jQuery/vanilla JS front-end.
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Education

B.A. in Music - recording and classical guitar

Case Western Reserve University/Cleveland Institute of Music, August 2005

Skills

making audio cables
earthquake survival in the South Pacific
classical guitar
audio recording
sound design