

Michael Crinite

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TECHNICAL SKILLS:

Languages: Java (expert), Python, JavaScript, Golang, Shell-scripting, Oracle, MySQL

Tools: AWS, Docker, Terraform, Maven, Jenkins, Spring Framework/Spring Boot, Reactor, GraphQL (graphql-java), Redis, ELK, Splunk, ReactJS, Bootstrap

DevOps & CI/CD: Strong experience in Agile (Scrum & Kanban) environments, hands-on with distributed caching, and microservice architectures.

Operating Systems: Linux/Unix, Windows, macOS, Android

PROFESSIONAL EXPERIENCE:

Comcast

Software Engineer III

April 2020 – December 2024

- Worked on 3 person team designing, developing, and maintaining three high-availability, low-latency core services integral to providing content metadata to downstream clients, ultimately supporting all X1 customers
- Helped lead the development, optimization, and maintenance of high-availability, low-latency core services for the Xfinity X1 platform, becoming the subject matter expert for two services which serve data to basically every X1 set-top box.
- Transitioned two major services to blue/green style deployments, effectively removing most deployment risk, and reducing deployment time from several hours to minutes.
- Optimized a GraphQL service by improving performance in Java, Reactor, and Redis, resulting in a reduction in query latency.
- Led the integration of Sky's metadata pipeline into Comcast's primary metadata repository following the acquisition, developing a comprehensive API to ensure seamless metadata synchronization.
- Took a prominent role in migrating logging systems from Splunk to ELK, and migrating jenkins jobs from an old to a new instance. Also helped with a github-enterprise migration of all the services in the organization.

Software Engineer II

September 2018 – April 2020

- Enhanced the X1 platform's image metadata services, implementing improvements in image ingest, storage, resizing, and delivery for millions of media assets.
- Designed and developed a user-friendly UI for third-party image providers, facilitating direct uploads and direct image association across media programs. This allowed clients to associate imagery directly to an asset for the first time.
- Developed an internal image service that enabled efficient media asset management and dynamic image resizing for Comcast teams, simplifying workflows for users who did not require complex image logic.

Computer Enterprises Inc

Junior Software Engineer

June 2017 – September 2018

- Supported Comcast's sports metadata systems, integrating new data feeds including IPL, ICC, and Olympic sports into the X1 platform, increasing the variety of sports content displayed in the Comcast Sports App.
- Delivered enhancements to existing metadata ingest pipelines, improving data handling efficiency and reducing processing time for sports metadata.

EDUCATION:

Rowan University – Glassboro, NJ

Bachelor of Science in Computer Science

Fall 2014 – Spring 2017

PERSONAL PROJECTS:

- Worked as a consulting web designer/developer for a startup web design project
- Developed a Golang API for media processing using ImageMagick and FFmpeg to automate the creation of video clips, audio snippets, and GIFs from media files.
- Created a Discord bot using Python to serve memes and implement simple games, enhancing Python skills and API integration.
- Built an Android app for color analysis from photos, generating complementary color palettes for design use.
- Collaborated on a Rules-Based Decision Engine project, implementing a flexible framework powered by Drools to process data and automate actions.