

NICK SCARAMUZZO

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www.nickscaramuzzo.com

FRONT-END DEVELOPER WITH STRONG MANAGEMENT SKILLS

I'm a front end developer with strong management skills honed from the 6+ years in technology as well as the 12+ years in television. I devise solutions every day and adapt to new technologies. I await the next challenge.

HARD SKILLS	HTML5, CSS3, SASS, LESS, JavaScript, (recently completed AngularJS course), Gulp, Grunt, Bootstrap, Animate.CSS, WordPress, GIT, SQL, Responsive Design
SOFTWARE	MAC and PC Proficient, Sublime Text 3, MAMP, VirtualBox, AVID, Final Cut Pro, Adobe Premiere, Microsoft Office Suite & Visio
LANGUAGES	French, Italian
EDUCATION	BS, Educational Theater and Studio Art, New York University, NY Certificate, Project Management, Harvard School of Business Manage Mentor Program
AFFILIATIONS	Producers Guild of America

TECHNOLOGY EXPERIENCE

FRONT END DEVELOPER

2015 – PRESENT

Various

- I hand-coded websites using HTML, CSS, Javascript, and Wordpress
- Using Bootstrap and Animate.CSS, I ensured that layouts were quicker, smarter and more future-proof
- Utilized LESS and SASS for CSS pre-processing.
- Leveraged Gulp for task-running
- Used GIT for source control.
- Some of the clients included Stew Leonard's and Bigelow Teas. (Please visit my website, www.nickscaramuzzo.com for a complete list of sites I have worked on.)

PROJECT ENGINEER

2013 – 2015

Evertz Microsystems Ltd., Los Angeles, CA & Reading, UK

- I hand-coded Javascript (Object Oriented & Functional), HTML and XML on Media Asset Management System Apps for such clients as Disney LA, Disney UK and NBCU International.
- Wrote stored procedures and manipulated data in SQL.
- Used GIT for versioning.
- I developed working specs for workflows required by the client such as those for Standards & Practices.
- I also performed as a Solutions Architect providing diagrams for potential workflows for the Disney Argentina Proposal, NBCU Englewood Cliffs and Globecast Asia.

PRODUCT MANAGER

2012 – 2015

Neochrome, Los Angeles, CA

- Drove two start up mobile/web apps.
- Developed rough comps in HTML, CSS and Bootstrap off of UX designs.
- One was a tool for web designers to build and provide quotes to clients. The other was a crowd sourced listing app that would take your lists, upload them and submit them for additions of further list items.
- I ran Scrum meeting, set deadlines, and drove the decision making process in which I was fully engaged.

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TECHNOLOGY EXPERIENCE Continued

PROJECT MANAGER & CONSULTANT (Contract Work)

2008 – PRESENT

Media Mash, Santa Monica, CA

- Developing the website for the parent company, Marcella Creative, using HTML, CSS, Bootstrap, and Javascript.
- I consulted on and produced video projects/industrials for potential and existing clients such as a proposal to take on the Cal-Neva hotel.
- Managed the branding and design team for that real estate development company.
- Also managed product design such a line of pet toys for Petco Charities.

ASSISTANT & CONSULTANT — POST PRODUCTION

2009 – 2012

Fox Technology Group, Los Angeles, CA

- Consulted on various projects from problem solving broadcast technical issues for “The Killing” to devising file-based workflows as for a radio station database.
- Edited technical manuals for engineers that are used by Fox television stations today.
- Supervised demos with various vendors such as Adobe.
- Kept up on emerging technologies in the field of media distribution and network broadcasting such as 4K video.
- Provided backbone support to the EVP & Principal Engineer of Digital Television Research & Development.

ENTERTAINMENT EXPERIENCE

POST PRODUCTION SUPERVISOR AND COORDINATOR

1997 – 2009

<i>Curb Your Enthusiasm</i> , HBO Television	2008 – 2009
<i>Deal or No Deal</i> , Endemol USA	2008
<i>Journeyman</i> , 20th Century Fox Television	2007
<i>Miss Guided</i> , 20 th Century Fox Television	2006
<i>Day Break</i> , Touchstone Television	2006
<i>Couples</i> , Touchstone Television	2002
<i>Scrubs</i> , Touchstone Television	2001 – 2005
<i>Popular</i> , Touchstone Television	1999 – 2001
<i>Brutally Normal</i> , Touchstone Television	1999
<i>It's True!</i> , Paramount Pictures Television	1998
<i>The Sentinel</i> , Paramount Pictures Television	1997 – 1999
<i>Viper</i> , Paramount Pictures Television	1997 – 1999

- Supervised and managed post-production departments for award-winning television shows.
- Built adaptive workflows such as transitioning from an AVID environment to a Final Cut Pro one to solve time management and budgetary issues.
- Worked with vendors on negotiating rates and supervised sessions such as those for Color Correction and ADR. Issued final budgets, schedules, and delivery requirements.
- Responsible for concurrent \$2.5M projects insuring deliverables and exceeding expectations.