

Software Engineer
San Francisco Bay Area
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Scott Moschella
Portfolio: plasticbugs.github.io

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Technical Skills

Front End: JavaScript ES6, React, Redux, React Router, AWS, HTML5/CSS3, JSON/XML, Passport, jQuery

Back End: Node.js, Express, MySQL/PostgreSQL, knex, Bookshelf.js, Git, MongoDB, Redis, Mocha/Chai, Webpack

Other Frameworks & Skills: Ruby on Rails, Xcode, iOS/Objective-C, Travis CI, Python, Ruby

Software Engineering Projects

ynck Tattoo Community Portal | ynck.herokuapp.com

Website for exploring tattoo styles and designs

- Refactored React-based site with Redux to simplify state management site-wide
- Architected a relational Postgres database with custom Bookshelf.js ORM queries to handle complex model relationships
- Trained a computer vision model to differentiate tattoo styles and auto-tag uploaded images by style
- Implemented infinite scrolling with React to make the home page more dynamic and browsable

3DStxt | 3dstxt.com/scott

Connect with other Nintendo 3DS users through Streetpass messages (2K active users)

- Designed and architected using best practices with Ruby on Rails and jQuery
- Integrated the Amazon Product Advertising API to utilize product images and insert referral links
- Enabled custom URLs with Rails Router

Podcast Machine | github.com/plasticbugs/podcasty

Get podcast-friendly XML feeds from a YouTube channel's latest videos

- Architected a modular and extensible web server with Node.js, Express & MongoDB
- Integrated Amazon S3 storage API to support a large user-base and enable faster downloads
- Developed server-side caching of dynamically generated content to reduce server load
- Handled asynchronous video to MP3 transcoding and worker queue

Gimpshop | en.wikipedia.org/wiki/GIMPshop

A popular fork of the open-source GIMP project

- Modified GIMP to make it work more like Adobe Photoshop including menu-layouts & naming conventions
- Gimpshop has been downloaded over 500K times

Education

Hack Reactor, Advanced Software Engineering Immersive Program

2017

The College of New Jersey, B.S. Marketing

Experience

Crunchyroll, Senior Producer

2016

- Hired & managed a team of video producers to grow Crunchyroll's brand on YouTube & Facebook
- Increased Crunchyroll's YouTube subscriber base from 3,000 to nearly 100K

FutureUS, Executive Producer

2011-2016

- Built custom Javascript-powered widgets for PC Gamer's Twitch stream including a donation widget and a prize wheel that integrated with the Twitch Chat API
- Managed production team of five talented video producers - duties included managing budgets & client relationships, hiring talent, ideating marketing plans, scheduling shoots, & approving edits
- Produced content for technology-centric publications including TechRadar.com and PC Gamer