

Scott Petrovic

Senior Designer/Developer

<https://scottpetrovic.com>

<https://github.com/scottpetrovic>

scottpetrovic@gmail.com

Technical Skills

Wireframing & Design

- Affinity Publisher & Designer, Figma, Penpot, Photoshop

Front-end

- Vanilla, Angular, Typescript, React
- HTML/CSS/SASS

3D

- Three.js, Blender, Godot Engine

Back-end

- C# / .NET / SQL

CI/CD

- Azure Pipelines, Cloudflare, Github Actions

Atlassian

- Jira, Confluence, Bitbucket

Experience

Senior UI Designer/Developer



Swank Motion Pictures Inc., St. Louis MO (Sept. 2010-Present)

Work in the engineering department. I split my time between requirements gathering, designing, and developing. An elastic position depending on the project and team I am working with.

- Designed order entry and Enterprise Resource Planning (ERP) system (2023-2024)
 - Worked across multiple departments (sales, IT, fulfillment, business, accounting) to gather current workflow issues and improvements to existing systems.
 - Worked through multiple iterations, user flows, and wireframes using Affinity Publisher.
- Consolidated product tracking tools to simplify internal sites.. (2021-2022)
 - Updated older products written in jQuery and ported the functionality to a newer Angular 14 and .Net Core 6 project.
 - Used Dapper for SQL queries, Ninject for dependency injections.
 - Created Jasmine unit tests (javascript) and NUnit tests (C#) to test any logic.
 - Used Microsoft Azure Cloud tools to create new roles with Azure AD.
- Increased the quality and quantity of our movie metadata. Worked on application that pairs our products with 3rd party metadata related to movies (2018-2020)
 - Re-designed existing tool from the ground up (previously Silverlight).

- Assisted with new Swank.com marketing site (2017)
 - Assisted the marketing department building out the site using a CMS called Umbraco (.Net). There was an external API that fed data from our systems (using REST) into the new site. I frequently analyzed all systems and could determine when issues were related to IT changes...or things marketing needed to fix.
- UI design and development for custom learning management systems (2012-2016)
 - In charge of design for learning management system (LMS) related to healthcare training. This involved talking with users about the existing tool and providing designs/workflows for new tool using Adobe InDesign and Confluence
 - Assisted software engineers with front-end work. The technology changed multiple times throughout the project: jQuery, to Knockout.js, then to AngularJS. Used Bootstrap and a custom CSS theme that I made.
 - Created business requirements for new features where we didn't have a dedicated business analyst. The business requirements were created using the Atlassian Confluence product.
- UI design/development for healthcare training application (2010-2016)
 - This was an application that used the SCORM 1.2 standard for online learning. I slowly transitioned the "code base" from a Flash CS3 FLA file that had code in UI frames, to fully external AS3 files that we could insert into Team Foundation Server (TFS). We later moved the project to Adobe Flex to do development.
 - Wrote acceptance tests (Arrange, Act, Assert) for the QA team. I would do deployments and revise the code as well as send communication out to the teams as releases went out. I also worked through two accessibility 508 audits that were required when dealing with government contracts. The program used SOAP for its API. This was mostly me working on it with an occasional other developer helping for coverage.

Open Source Project Maintainer

MESH 2 MOTION

Mesh2Motion (2023-Present)

A project I started on my nights and weekends. I manage a small group of volunteers ranging from developers to 3d animators and riggers. It is similar to Adobe Mixamo, but is more flexible and support more than human rigs. Extensive use of 3d models and three.js.

<https://github.com/scottpetrovic/mesh2motion-app>

<https://app.mesh2motion.org>

UI Designer/Developer (Volunteer)



Krita Foundation, International (August 2014-Present)

- Improved application's UI with aesthetics and usability
 - Brainstormed ideas and created mockups using the Phabricator platform. The application uses the Qt Framework (C++) for the GUI management. Using QtCreator I could create flexible UI files that plug into the implementation files (C++) that developers wrote. The MOC (meta object compiler) would convert those files to cpp files to be used by a normal compiler (like gcc). All done on a linux distro using my own GIT branches for development. <https://phabricator.kde.org/p/scottpetrovic/>
- Responsible for design and development of marketing site <https://krita.org/>
 - Talked with the project maintainers and artists to find out existing problems. I used Inkscape to come up with wireframes and high fidelity mockups. Brainstormed problems with them to help find the best solution. I used WordPress as the CMS that they can use to build out content and news posts. I built out a custom WordPress theme starting with Underscores.
 - Turned the site into a multilingual site. With the help of a PHP plugin (Polylang), I helped create a framework to localize the site into multiple languages. I also built out communication for marketing to manage translators. I worked with translators to help build the site out in different languages (they were volunteers). I used PO and POT files.
- Outreached to concept artists and VFX studios for informal user acceptance and research
 - Found review sites and magazine editors to send query letters to (like a sales pitch). I would build relationships with these people and connect them to Krita's project maintainer.

Web Designer



Consumer Programs Incorporated, St. Louis MO (Sept. 2007-2010)

- Designed aesthetics and programming for multiple sites
 - Managed the Sears Portrait Studio brand website. Updated the site for each new season. This was done through a *really* old CMS that I forgot the name of.
 - Used Flash to create slideshows of new seasonal photography.
- Headed web analytics for quantitative & qualitative insights
 - Used Omniture originally for web analytics. Helped the company transition to Google Analytics and keep the data consistent with a "data reconciliation". Also helped other brands transition to Google analytics and saved the company \$30,000 a year.
- Worked independently and worked under tight deadlines
 - Designed and built out HTML emails that would go out in marketing material. During the holidays we were doing email blasts every day. Used a service called Cheatahmail. Did A/B testing with subject lines before the final send out. Emails would go to 2-3 million people per mailing.



West Lafayette, IN (2007)
Bachelor of Science in Computer Graphics Technology
GPA: 3.5 w/ Technology minor

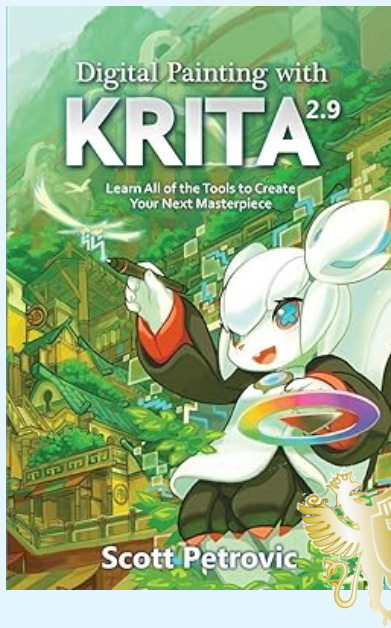
Awards & Activities



Google Summer of Code

Mentor (2016-2019)

Mentoring university students with C++ and open source development. Evaluated students on their technical objectives as well as their communication skills. Received free t-shirts as payment.



Digital Painting with Krita 2.9

Author

<https://www.amazon.com/Digital-Painting-KRITA-2-9-Masterpiece/dp/0996851704/>

Artist Choice Award in ImagineFX (issue 139) for Digital Painting with Krita 2.9 book.

<https://www.creativebloq.com/features/imaginefx-issue-139-resources>