



TOM GRIFFEY

Full Stack Software Developer

Los Angeles, CA

Projects

***ETL Pipeline** Pipeline to ingest a 1TB database from a third-party server using Luigi (Python), Bash, and distributed processing with the AWS suite.

***Entity Resolution** Series of Python scripts to match client metadata to various sources using a third-party record de-duplication library. This tool scales to millions of rows and generates valuable links between client records, PRO metadata, and sound recording metadata.

***Metadata Cleanser** Application to cleanse product metadata using term extraction to generate keywords and Levenshtein distance to generate similarity scores between records.

Synthesys App for composing music in the browser using the Web Audio API, AngularJS and Bootstrap. <https://synthesys.firebaseio.com/>

**Private repository - code samples available upon request*

Technologies

General Purpose Python, PHP, C#, JavaScript (AngularJS, jQuery, Node), Bash

Database PostgreSQL, MySQL

Music Industry DDEX, Discogs API, Spotify API, Amazon API, Pro Tools

Design HTML5/CSS3, Sass, Bootstrap, Illustrator/Photoshop, Wordpress

OS Linux (RedHat, Ubuntu), OSX, Windows

DevOps/Cloud Git (GitHub, Bitbucket), AWS Suite (RDS, Redshift, S3, EC2)

Data Engineering RDMS, Luigi (ETL), Dedupe (Entity Resolution)

Experience

Dart Music, Inc.
Software Developer

Solve difficult, industry-wide problems in a fast-paced startup environment. Built systems to cleanse and de-duplicate millions of rows of metadata and deliver to major music industry clients in a multitude of formats. Integrated client data with various third-party sources, resulting in more complete metadata for the music industry and better discoverability for artists and songwriters.

Nashville Software School
Developer Apprentice

Developed, built and tested full-stack mobile and web applications in a collaborative environment utilizing a variety of developer tools.

ALS Association
Data Analyst

Optimized data collection and querying of medical equipment rentals and donations. Streamlined a medical equipment rental program for patients. Researched grant makers and wrote grants to obtain funding.

Esther Creative Group
Intern

Analyzed Billboard chart and digital streaming data to determine fan engagement levels and new markets for artists.

Education

Nashville Software School

Designed and implemented code projects in a collaborative setting, utilizing up-to-date trends in computer science and development.

New York University

B.A. in Music. Graduated Magna Cum Laude in three years with coursework in music theory and audio engineering. Studied abroad in Buenos Aires, Argentina.