

Steve Geluso

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Personal Summary

I'm a freelance programming living in Seattle, WA. I specialize in JavaScript, especially creating ultra-custom experimental experiences. Visit awol-in-ptown.com to see my best custom work: a massive zommable, pannable image completely custom built to promote an independant feature film.

I have a wide range of experience. I'm looking to join a team of equally enthusiastic programmers.

Education & Skills

Bachelor of Computer Science at the University of Washington Sep 2007 - June 2012

- Data Structures, Algorithms, Networks, Programming Languages, Distributed Systems, Databases.
- Served as ACM Club Treasurer, managed department funds, managed profitable student snack store.
- 4th place ACM team programming contest, three-time Yahoo! Hack U team hackathon participant.
- Received Community Service Award for continually helping to organize, run and clean up department events.

Programming Languages: JavaScript, Python, Ruby, Java, Julia, Rust, C#, Bash

Technologies: Git, Angular, React, Node, Android, Django, Rails, PHP, PostGres, MySQL

Professional Experience

Flatiron School, Seattle

2019

Lead Instructor

- Taught Ruby, Ruby on Rails, JavaScript and React, along other fundamental programming skills.
- Simultaneously led up to three full-time classes of students in lectures and labs.
- Founded AutoCompete, a monthly team-based programming contest open to the public.
- Organized efforts around teaching more data structures and algorithms.
- Built lecture material including starter-code and Markdown slides.
- Advised students on portfolio projects and provided emotional support during the program.

Code Fellows, Seattle

2017 - 2018

Lead Instructor (Java, Android, JavaScript/Node/React)

- Authored an entire 10 week advanced Java course w/ SpringMVC and Java collections data structures.
- Authored an advanced apprenticeship course w/ concurrency, backtracking, CPU architecture.
- Conducted practice whiteboard interviews and provided helpful professional feedback for students.
- Helped bolster new and improving data structures and algorithms curriculum.
- Participated in panel Q&A discussions about different programming languages for incoming students.

General Assembly, Seattle / Singapore

2016 - 2017

Lead Instructor (Web Development, Android, Data Structures & Algorithms)

- Led 12 week immersive courses doing morning/afternoon lectures, labs, and grading assignments.
- Coordinated entire 12 week course schedules with co-instructors, TAs and staff.
- Helped prepare students for interviews by conducting 1:1 whiteboarding sessions.
- Bolstered curriculum with new lecture material and many new practical assignments.
- Added missing fundamental Computer Science topics like Recursion; improved sorting exercises.
- Created 4 weeks of course content entirely replacing Ruby with Python.
- Earned an NPS score of 80 for the course containing my new Python material.

Moby: Expert Web and Mobile Development, Seattle

2014 - 2015

Software Engineer

- Used Angular, Bootstrap, Kendo and C# to build richly interactive web sites for clients.
- Prototyped experimental video web app using Ruby on Rails, and YouTube and Vimeo APIs.
- Implemented UX designs. Maintained automated tests. Coordinated complicated git merges.

Google, Seattle / London / San Francisco

2010 - 2013

Software Engineering for Webmaster Tools, Android Search, Knowledge Graph

- Webmaster Tools: worked with UX designer to create new feature, wrote blog post.
- Android Search: prototyped a new interactive search experience for Android tablets.
- Knowledge Graph: ported interactive web apps to Angular, wrote large map reduce jobs.

&yet Web Design, Richland, WA

2008 - 2009

Web Developer, Event Coordinator

- Created a customizable customer contact system soon used across many different sites.
- Coded with Django, PHP, JavaScript, CSS and HTML.
- Managed audiovisual booth during Realtime Conference.

**Computer Science and Engineering Department,
University of Washington, Seattle, WA**

2008 - 2011

Lead Teaching Assistant, Computer Programming I & II

- Prepared lectures, led bi-weekly classroom discussions, provided homework feedback.
- Led exploratory Python lectures paralleling topics from the regular Java-based course.
- Tutored students one-on-one in a programming lab.

Amazon.com, Richland, WA

2007

Customer Service Associate

- Worked as a phone operator helping people with problems with their Amazon purchases.
- Developed crucial communication skills interacting with a wide variety of people every day.

Freelance Work

AWOL in P-Town, Oakland / Spokane / Seattle

2013 - 2014

Freelance, Lead programmer, Co-creator, Co-designer, <http://awol-in-ptown.com>

- Created a custom interactive panoramic picture viewer, serving tiles from a 40 GB image.
- Worked with Robyn Miller, co-creator of the once best-selling video game Myst.
- Coordinated development with a team split across three cities.
- Technologically diverse: Angular, social media APIs, MySQL, Photoshop automation.

The Immortal Augustus Gladstone, Oakland / Spokane

2013

Freelance Web Developer, <http://theimmortalaugustusgladstone.com>

- Rich multimedia website, with movies, sound and pictures, built under deadline pressure.
- Dynamically loads YouTube videos using YouTube's JavaScript API.
- Integration with social media, Mailchimp, VHX, Vimeo, and Gumroad.

Personal Projects

Advent of Code, 2017-2019 (Participant)

Long time participant of Advent of Code. I use the yearly challenge as a chance to learn more about a new language each year. In 2018 I programmed in Julia. In 2019 I'm focusing on programming in Rust.

Pomme

Co-programmer, An online realtime image association game, similar to Apples to Apples, <http://pomme.us>

- Adopted existing code base, helped with site redesign, currently helping to maintain the site.
- JavaScript, custom Python server, MySQL, aspiring iPhone and Android development.

Captain Sonar Board Game Android Companion App

Captain Sonar is a board game where two teams of players act as submarine crews plotting each others courses on a map, deducing the location of the enemy an getting there to blast them with torpedoes. This Companion App is a logic engine that allows users to enter the enemy submarine movements and it computes possible locations of the enemy submarine. It's a fun tool to have when players want to play the game with more torpedo-firing and less radar tracking. It also allows players to potentially track multiple submarines simultaneously.

FFmpeg Subtitle Scene Extraction

An experiment using Python and FFmpeg to process subtitles and extract movie clips. My tool extracted every hallway scene from Star Trek TNG, and helped me create fun interactive video boards of favorite lines from movies. This project introduced me to vibrant online video processing communities, like MoviePy users and the [/r/ImageStabilization](https://www.reddit.com/r/ImageStabilization) subreddit.

HTML5 Vanilla JS Canvas Settlers of Catan

Individually designed and developed this single-player implementation of the popular board game. Purely hand-crafted JS using HTML5 canvas, without using external graphics or game libraries.

<http://5stephen.com/catan>

N-frame Averager // youtu.be/3VufDIutNk // github.com/geluso/n_frame_averager

A custom video effect built using Python and FFmpeg. This effect turns every frame of a movie into an average image of the N frames before and after the current frame to produce a smoothed look.

Hobbies and Interests

Mountain Biking, Biking, Board Games, Science Fiction, Moon Colonization.
