

Professional Experience

Moby: Expert Web and Mobile Development, Seattle

Jun 2014 - July 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.

AWOL in P-Town, Oakland / Spokane / Seattle

December 2013 - March 2014

Freelance, Lead programmer, Co-creator, Co-designer, 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 best-selling video game Myst.
- Coordinated remote development with a team split across three cities.
- Technologically diverse: Angular, social media APIs, MySQL, Photoshop automation.

The Immortal Augustus Gladstone, Oakland / Spokane

November 2013 - December 2013

Freelance Web Developer, 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.

Google, Seattle / London / San Francisco

June 2010 - Nov 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 Consulting, Richland, WA

Jan 2008 - July 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

Sep 2008 - June 2011

Lead Teaching Assistant, Computer Programming I & II

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

Education

Bachelor of Computer Science at the University of Washington

- Studied Data Structures, Algorithms, Networks, Programming Languages, Distributed Systems, Databases, Formal Models, Project Management, Digital Art & Experimental Media.
- 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 a departmental Service Award for constantly lending a helping hand.

Personal Projects

Pomme.us

Co-programmer, An online realtime image association game, similar to Apples to Apples.

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

thirtybuckrainierrtee.com

This site promotes and sells my own T-shirts. It was my way to prototype money handling. Payments are processed with Stripe. FastSigns printed high quality vinyl stickers I designed for promotion.

Stephen.com/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.

N-frame Averager // youtu.be/3VufDliutNk // 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.

github.com/geluso/ffmpeg_subtitle_scene_extraction

This tool uses scene detection and subtitle information to extract movie clips. It extracted every hallway scene from Star Trek: TNG, and helped create fun interactive video boards of lines from movies.

Skills

Proficient with: Javascript, Angular, Python, Java, Photoshop, Vim
Familiar with: Bash, Android, Node, Django, FFmpeg, PHP, MySQL

Hobbies & Interests

Automation, board games, live music, audio visual effects, community, variety.
Bike polo, cyclocross, mountain biking, climbing, running, hiking, camping.
Westerns, Science Fiction, moon colonization.
