

Scott Francis

Software Developer

206-446-6848 • sfrancis@kurokoproject.com

<http://www.kurokoproject.com> • <https://github.com/mechazoidal>

SUMMARY

As a world class software developer for technology companies that need reliability and scalability, I provide flexible and maintainable software projects. Unlike most self-described “agile” developers who focus on rapid delivery, I accomplish this by precise instrumentation, reliable automation, and concise documentation.

TECHNOLOGY

Ruby • Python • Lua • Bash • MySQL • PostgreSQL • Java • Clojure • C • C++ • HTML • CSS • Javascript
CMake • Ansible • Chef • Debian • Ubuntu • CentOS • Jenkins • GDB • FreeRTOS
Amazon Web Services(EC2, S3, Route53) • Google APIs(Maps, Geocoding)

PROFESSIONAL EXPERIENCE

DISNEY INTERNET GROUP / CONSUMER PRODUCTS INTERACTIVE, Seattle, Washington

Software Developer

November 2013 - current

Developed embedded systems firmware and support services for Playmation Repulsor Gear and Gamma Gear. Designed and built new firmware build system based on CMake, which linked into Jenkins for a centralized automatic release system.

- Significant contributor to standardized build and release system, which included content packaging, code-coverage and unit-test reports. Resulting system provided build and release cycles of less than 15 minutes.
- Identified and eliminated potential major GPL licensing issue by refactoring project’s layout to meet FreeRTOS legal responsibilities. Worked with Disney Legal to confirm solution met legal requirements.
- Enhanced build system for production security by providing capability to automatically disable test code and debug utilities.
- Collaborated with factory and Disney analyst to develop factory acceptance test code for production release.

ZIPLINE GAMES, Seattle, Washington • January 2013 - June 2013

Cloud Engineer

Developed and supported virtual servers for the Moai Cloud computing platform. Added features to webservice backends for game developers. Managed Amazon Web Services accounts, including EC2, S3, and Route53.

- Added tracking of user metrics and purchases for the mobile game “Slots Tycoon”, enabling daily reporting of revenue and conversion rate.
- Collected dependency files and rebuilt server provisioning scripts for creating Moai Cloud servers in a tightly-controlled reproducible manner. Reduced server setup time from 71 minutes to 14 minutes.
- Utilized Linux iptables experience to track down cost overruns in EC2 hosting, saving approximately 47% of monthly bandwidth charges.

YAKIMA HERALD-REPUBLIC, Yakima, Washington • 2007 - 2013

Web Developer

Designed and implemented custom Ruby on Rails CMS, “Depot Central”, used for both the Yakima Herald-Republic and the Walla Walla Union Bulletin websites from 2007 to 2012. Created custom website projects for advertising department. Completed various Web publishing projects for reporters and photographers.

- Relaunch of the Yakima Herald site using Depot Central resulted in increased daily traffic by 50% over the first six months.
- Created custom Google Maps integration for “Hidden wells, dirty water” investigative series, which won a C.B. Blethen Distinguished Investigative Reporting award in 2009.
- Automated legacy data-entry using Ruby scripting and REST-based web services to enable live updating of photos and stories. Eliminated at least 1 hour per-day from editor’s workload.

EXPEDITORS INTERNATIONAL, Seattle, Washington • 2002 - 2007

Java Developer

EDUCATION & TRAINING

Bachelor of Arts in Computer Science, minoring in Fine Arts. May 2002, Washington State University, Pullman, WA.

The Dale Carnegie Course completed in 2002