

# Scott Francis

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## *Software Developer*

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*Strengthening Enterprise Systems with Comprehensive Software Development*

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A World Class Software Engineer with strong Agile development experience at Disney Consumer Products Interactive and Disney Internet Group and in the gaming and publishing sectors. Expertise with precise instrumentation, reliable automation, concise documentation, Agile methodologies, and the full software development life cycle. Excel in applying multiple concepts, tools and languages. Able to forge strong stakeholder relationships and influence developer teams.

### CORE COMPETENCIES

Software Development Life Cycle | Software Design & Development | Multi-Departmental Collaboration

### PROFESSIONAL EXPERIENCE

**DISNEY CONSUMER PRODUCTS INTERACTIVE, Seattle, WA** 2016 - 2017

#### Cyber Security Engineer, Operations Team

Provided automation and scripting support. Created code-sanitization scripts for removing company secrets from large source-code repositories.

- Developed Unix shell-scripts for automated sanitization of large source-code repos based on human search patterns and producing reports for a 2.5 GB(52,370 separate files) repository in five minutes.
- 500 projects audited each hour with output sent to email and Slack by designing an automated audit reporting system for the Google Cloud Platform configured on a per-project basis for specific harmful patterns using modular check scripts.

**DISNEY INTERNET GROUP / CONSUMER PRODUCTS INTERACTIVE, Seattle, WA** 2013 - 2016

#### Software Developer

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

- Provided build and release cycles of less than 15 minutes by significantly contributing to a standardized build and release system that included content packaging, code-coverage, and unit-test reports.
- Eliminated potential GPL licensing issue by refactoring project's layout to meet FreeRTOS legal mandates.
- Enhanced build for security by enabling the capability to automatically disable test code and debug utilities.
- Collaborated with factory and Disney analyst to develop acceptance test code for production release.

**ZIPLINE GAMES, Seattle, WA** 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.

- Supported daily revenue reporting and conversion rate generation by adding user metrics and purchase tracking for the mobile game "Slots Tycoon"
- 47% of monthly bandwidth charges saved by applying the Linux iptables experience to track cost overruns in EC2 hosting.
- Collected dependency files and rebuilt server provisioning scripts for Moai Cloud servers in a tightly-controlled reproducible manner. Reduced server setup time 82%

**YAKIMA HERALD-REPUBLIC, Yakima, Washington**  
**Web Developer**

2007 - 2013

Built custom website projects for advertising and web publishing projects for reporters and photographers.

- Designed and implemented custom Ruby on Rails CMS “Depot Central” used for the Yakima Herald-Republic and the Walla Walla Union Bulletin websites.
- 50% boost in daily traffic realized by relaunching the Yakima Herald site using Depot Central.
- Created a custom Google Maps integration for “Hidden wells, dirty water” investigative series that won a C.B. Blethen Distinguished Investigative Reporting award.
- Eliminated at least one hour per day from editor’s workload by automating legacy data-entry using Ruby scripting and REST-based web services to allow live updating of photos and stories.

*Additional experience includes role as a Java Developer for Expeditors International in Seattle.*

## **TECHNOLOGIES**

Python • Lua • Bash • Java • Ruby • MySQL • PostgreSQL • Clojure • C • C++ • HTML • CSS • Javascript

CMake • Ansible • Chef • Debian • Ubuntu • CentOS • Jenkins • GDB • FreeRTOS

Amazon Web Services(EC2, S3, Route53) • Google APIs(App Engine, Cloud Platform)

## **EDUCATION & PROFESSIONAL DEVELOPMENT**

**Bachelor of Arts in Computer Science, Minor in Fine Arts.** Washington State University

**The Dale Carnegie Course**