

**THOMAS A. SMITH** • tomsmith@thimsmot.com • 310.427.4937 • 13904 Eucalyptus Ave, Hawthorne, CA 90250

An agile, flexible, and multifaceted technical professional with extensive experience in computer systems, networking, user support, and software development including web sites and web applications, stand-alone and client-server desktop applications, and mobile applications. I have extraordinary troubleshooting and problem solving abilities, am highly adaptable, a natural multitasker, and can wear multiple hats.

## TECHNICAL SKILLS

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- Web Application Development
- Database Programming
- Client-Server Application Development
- iOS Development
- Software Engineering
- Software Development
- Software Quality Assurance
- Software Project Management
- Audio Engineering
- Audio Post Production
- Digital Media
- Feature Films
- Film Production
- Mobile Applications
- Photography
- Motion Graphics
- Post Production
- Television Production
- Video Editing

## PROFESSIONAL EXPERIENCE

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**Kaiser Permanente** • Los Angeles, CA

Web Developer (freelance), 2013 - present

As a web developer for the Integrated Brand Communications / Multimedia group, I work very closely with the Creative Director, web designers, content producers, and other developers to build and maintain web sites, pages, and applications for both Internet and intranet servers.

I take the completed layout and visual elements produced by the web designer, and build a functioning web site, page, or application using appropriate best-practices and technologies including HTML5, CSS3, Javascript, jQuery, AJAX, Bootstrap, REST, PHP, MySQL, WordPress, responsive design, and more.

The wide ranging work can include everything from simple, static web pages to custom WordPress themes, to multi user, client-server, data driven web applications, and everything in between. I also perform unit tests of client and/or server side code, perform browser compatibility testing, and other required testing such as accessibility, and security.

**Modern VideoFilm** • Santa Monica, CA

Post Production Engineer, 2012 - 2013

Provided technical and engineering support to clients of Modern VideoFilm at their Santa Monica facility. Duties included the following:

Installation, configuration, and maintenance of high end workstations running a variety of editing and finishing systems such as Smoke, Lustre, Resolve, Pablo, Media Composer, Final Cut Pro, and After Effects. The primary operating system in use was Linux, but Windows, and Mac OS were also used.

Support, and maintenance of the infrastructure of the corporate/administrative LAN, WAN, and WiFi data networks, as well as that of the dedicated, high speed Fibre Channel media networks.

Installation, configuration, calibration, and maintenance of all edit bay, tape room, QC suite, data center, and theater equipment including tape decks, film scanner/telecine machines, digital and film projectors, video routers/switchers, media and file servers, timing and synchronization gear, RAID arrays, controls surfaces, lighting, theater screens, HD video monitors, scopes, etc.

Worked closely with colorists, editors, assistants, QC operators, coordinator, producers, senior engineers and engineering management, et al.

I also designed and implemented a secure, multi-user, client-server file transfer application with a Java front end, a PHP/MySQL backend, along with customized SSH/SFTP modules written in C++.

## PROFESSIONAL EXPERIENCE (CONTINUED)

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### **Film & television industry** • Los Angeles, CA

Audio Engineer/Sound Editor, 2004 - 2011

During this period, I was engaged in the audio post production field and worked for such companies as ABC Television, Deluxe, Universal Sports, Playboy, and others. I worked on numerous feature films, shorts, and television shows. Some were credible independent efforts, such as *The Indian*, winner of Best Feature at the Cinema City International Film Festival. A few were more notable, such as home theater releases of the Oscar winning Disney animated features *Wall-E*, and *Up*.

### **ES3** • Clearfield, UT

Sr. Software Engineer, 2001 - 2003

Designed, developed, and maintained client/server applications for the U.S. Air Force/Ogden Air Logistics Center. As the unofficial principal Windows developer, I championed the use of component architectures to the development group, and authored the company's first SCM standards manual to IEEE specifications.

### **KnowledgeTrack** • Clearfield, UT

Sr. Software Engineer, 2001 - 2001

Designed, developed, and maintained Windows and Palm applications for clients of this contract software development firm. Projects included a handheld inventory ordering & tracking database for a large national manufacturer/distributor of dietary supplements, and a handheld version of the Multiple Listing System (MLS) database used by realtors.

### **Iomega Corporation** • Roy, UT

Software Engineer, 1999 - 2001

Used C, C++, Visual Basic, and other tools to develop applications and utilities for Windows and Mac OS. Projects included the company's first commercially released software-only product, and re-design/re-writes of some of the standard utilities that shipped with every drive.

### **Symantec Corporation** • Santa Monica, CA

Software Engineer, 1996 - 1999

Programmed and maintained new and existing Windows applications and utilities as part of the Norton AntiVirus product group. Coded and debugged projects in a wide variety of functional areas including GUI, NT kernel, NT services, client/server, RPC, COM components, installations, and more. Started as Technical Support Analyst and steadily progressed to QA, QA Engineering, and finally to Software Engineer.

## TOOLS & TECHNOLOGIES

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|---------------|----------------|------------------|
| • HTML        | • WordPress    | • After Effects  |
| • CSS         | • XAMPP        | • Photoshop      |
| • JavaScript  | • C/C++        | • InDesign       |
| • jQuery      | • Java         | • Illustrator    |
| • Bootstrap   | • Objective-C  | • Premier        |
| • AJAX        | • Swift        | • Final Cut Pro  |
| • PHP         | • NetBeans IDE | • Media Composer |
| • CodeIgniter | • Xcode        | • Office         |
| • MySQL       | • DreamWeaver  | • Linux          |
| • JSON        | • Pro Tools    | • Mac OS         |
| • XML         | • Logic Pro    | • Windows        |

## EDUCATION & TRAINING

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Media Arts – Glendale Community College. Digital cinematography, After Effects, Maya

Post Production for Film and TV – Video Symphony. Diploma, Pro Tools Certification

Software Engineering – Carnegie-Mellon Univ./Software Engineering Inst., PSP Certification

Computer Science – American College of Computer and Information Sciences

Broadcasting – The Los Angeles Broadcasters. Diploma.