

# Connor Robert Prussin

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## EXPERIENCE Senior Engineer

May 2016 - Present  
*Los Gatos, California*

### *Netflix*

- Added features, bugfixes, and architectural improvements to Netflix member website
- Worked in a variety of languages including Javascript and Groovy and frameworks including React, Express, and Restify
- Regularly shipped code to millions of global users across a wide variety of supported browsers

## Full-Stack Developer

August 2014 - May 2016  
*Los Gatos, California*

### *Netflix*

- Built webapp and REST API for working with and storing marketing assets
- Contributed features and bugfixes to a number of Netflix-internal tools
- Utilized wide variety of tools for different projects including Rails, Sinatra, Ember.js, and ElasticSearch

## Founder / CTO

March 2014 - August 2014  
*Blacksburg, Virginia*

### *getout.do*

- Designed and implemented full web application from ground-up
- Worked with outside developers to manage contributions and to build an agile development process
- Utilized Ruby backend with Sinatra routes and RSpec tests and \$dom-based ajax frontend

## Software Developer

April 2012 - April 2014  
*Blacksburg, Virginia*

### *Freelance*

- Collaborated with clients to develop software solutions to business efficiency problems
- Produced test-driven code that is currently deployed to servers with thousands of daily requests
- Successfully managed multiple projects from initial customer request through development to completion
- Used Rails, CoffeeScript, Sass, Haml, JasperReports, C#, VB.NET, MySQL, and Microsoft SQL

## Network Administrator

March 2011 - May 2012  
*Blacksburg, Virginia*

### *Modea*

- Fully supported over 50 users in a growing startup with a mixed network of operating systems
- Administrated company internal services including directory, email, conferencing, and chat
- Assisted with deployment and administration of new company-wide Cisco infrastructure
- Implemented custom inventory tracking system with basic HTML, Javascript, and CSS

## Engineering Intern

May 2010 - August 2010  
*San Diego, California*

### *Qualcomm*

- Designed low-level voice modem software and graphical ajax-based debugging tools
- Used ARM assembly, C, C++, Javascript, HTML, and CSS

## Automation Engineering Intern

June 2009 - August 2009  
*Ladenburg, Germany*

### *ABB Forschungszentrum*

- Improved Grammatica project for use in code verification software for safety-critical applications
- Used Java, C#, VisualBasic, and UML modeling tools

## PROJECTS

### *VanDAM Netflix's Digital Asset Manager*

August 2014 - Present

- Scaled from a few hundred assets at inception to hundreds of thousands of assets for all Netflix campaigns
- Migrated from unscalable and non-modular code to modular JSON API with component-driven frontend
- Grew from managing a few gigabytes and a few users to thousands of daily users and hundreds of terabytes
- Backend written as a JSON API implemented in Rails with mysql and ElasticSearch, frontend written in Ember.js

### *Recollections E-Scrap Recycling Plant Tracker*

December 2012 - December 2013

- Developed new features and bugfixes with test-driven practices in a small team using git to collaborate
- Implemented reports in Jasper for use in regulation compliance and strategic insight
- Written in Rails with CoffeeScript, Haml, and Sass using cdist for deployment and RSpec/Cucumber tests

### *NVAPI REST API*

April 2012 - December 2012

- Fully designed and implemented by self as a compatibility layer between new applications and existing data
- Included functionality for handling secure payments through PayPal's PayFlow Pro API
- Written in Rails on an existing Microsoft SQL database, using RSpec tests and git hooks for deployment

### *Grammatica Open Source LL(k) Parser Generator*

June 2009 - September 2009

- Improved generated parser to be both more optimized and more developer-friendly
- Written in Java, C#, and VisualBasic

### *X3D Earth Geospatial Data Study Undergraduate Research Project*

September 2008 - April 2010

- Contributed to the development of X3D, which the W3C is currently working to integrate into HTML5
- Utilized Python and a variety of software packages to build models for a CAVE immersive computing lab