Scott Smitelli • scott@smitelli.com

Senior backend and DevOps engineer with over ten years of experience. Enjoys interpreted languages such as Python and environments where infrastructure is code. Likes tinkering with the interesting aspects of technology while automating the more tedious bits.

Experience

Shutterstock — Remote

DevOps Engineer III, November 2020 to January 2022

Migrated the Amper Music infrastructure into Shutterstock's network after Amper was acquired, including relocating live resources between AWS regions, converting legacy CloudFormation templates into Terraform, moving source control, and recreating CI/CD workflows to match Shutterstock conventions. Facilitated the integration of Amper API endpoints into Shutterstock products and contributed to the user-facing API documentation. Supported the Data Engineering team by maintaining services and data stores used by AI/ML model training processes.

- ▶ *Languages/Frameworks:* Terraform, Python, Bash, Ansible, SQL, Kafka Connect
- ▶ *Technologies:* AWS (EC2, S3, CloudWatch, EFS, DynamoDB), Linux (Debian), nginx, Prometheus, Grafana, Milvus, MySQL, Redis, Metaflow, Databricks, Atlantis, Packer, Jenkins, Git

Amper Music — New York, NY / Remote

Web Systems Architect, May 2015 to November 2020

As the first full-time employee, built out all of the infrastructure and web-facing software to launch an AI music generation platform which has since created tens of millions of minutes of music. Designed and implemented API servers for both internal and external use, managed all aspects of DevOps on AWS, and designed the overall architecture of the company's web applications and services. Responsible for the deployment, reliability, and performance of over a dozen discrete services and a musical instrument library of almost one terabyte.

- ▶ *Languages/Frameworks:* Python, Flask, Salt, AWS CloudFormation, Bash
- ▶ *Technologies:* AWS (EC2, S3, CloudFront, RDS, ElastiCache), Linux (Debian), nginx, uWSGI, MySQL, Redis, RabbitMQ, cloud-init, Packer, Vagrant, Hugo, Jenkins, Git, FFmpeg, JSON:API, Jira, Cloudflare, G Suite

Maker Studios (formerly Blip Networks) — New York, NY

Senior Engineer, September 2013 to June 2015

Built and maintained backend software for ingesting, transcoding, and serving web video; served as a systems engineer when necessary. Implemented API servers (some handling 1,800 requests/second at peak), reporting scripts, and translation tools to assist with the acquisition by Maker Studios. Migrated applications from physical data centers to virtual machine hosts and AWS. Assisted with the teardown of a monolithic Perl application and replacement with loosely-coupled microservices, all managed using Puppet.

- ▶ *Languages/Frameworks:* Python, JavaScript/Node.js, Express, Puppet, Bash
- ▶ *Technologies:* AWS EC2, Linux (CentOS/Ubuntu), Apache, nginx, Varnish, MySQL, MongoDB, Elasticsearch, MogileFS, Git, FFmpeg, Nagios, Logstash, StatsD

Thomson Reuters — New York, NY

Web Developer, January 2013 to September 2013

Received control of a prototype of Reuters Next, a complete rewrite of the Reuters.com news platform with re-imagined UX interactions and backend services. Implemented additional features, practiced test-driven development, and productionized the site for deployment on AWS. Navigated the knowledge transfer period between the outside agency that built the prototype and an offshore engineering and QA team.

- *Languages/Frameworks:* Python, JavaScript, HTML, SASS/SCSS, Tornado, Backbone.js, jQuery
- *Technologies:* AWS EC2, nginx, MongoDB, Redis, Git, Adobe Photoshop, Jira

Worldnow — Long Island City, NY

Senior Interactive Development Manager, November 2011 to January 2013

Built customized frontend features for a content management platform used by dozens of television news stations across North America. Advised client services managers about the feasibility and scheduling of such requests. Assisted with a global conversion of all site templates to responsive web design. Created libraries to simplify the implementation of common customizations.

- *Languages/Frameworks:* (X)HTML, XML/XSLT, CSS, JavaScript, jQuery
- *Technologies:* Windows Server, IIS Web Server, Adobe Photoshop/Fireworks, Team Foundation Server, Cygwin, SalesLogix

Abrams Media — New York, NY

Lead Developer, January 2010 to November 2011

As the first full-time engineering hire at a rapidly-growing media company, managed a fleet of WordPress servers which handled 35-40 million pageviews per month and maintained all office IT. Developed ancillary applications, including a job search board, photo gallery, bulk emailer, traffic analyzer, and management scripts. Supervised a team of three engineers.

Wall Street Webcasting — New York, NY

Streaming Media Encoder, September 2009 to January 2010

Captured and transcoded audio from earnings conference calls for live streaming over the Internet. Logged and archived audio onto network-attached storage for on-demand playback.

Freelance — New York, NY

Audio Engineer, July 2007 to July 2013

Recorded, edited, and/or mixed audio on six independent feature films and over 40 short films. Managed audio operations for music production, live theater, and art installations.

Interests

- *Retrocomputing:* ANSI C and 16-bit x86 assembly language under MS-DOS.
- *Technical Writing and Drawing:* Articles and sketches with insights on audio, technology, and the peculiarities of the Internet.
- *Pop Music Mashups:* The vocals of one song over the instrumentals of another, leading to some truly incongruous combinations.
- *Photography:* Long-exposure night shots and time-lapse video sequences, shot digitally.
- *Electronics and Wiring:* Can crimp a pretty mean Ethernet cable.

Education

New York Film Academy — New York, NY

September 2006 to May 2007

Produced, wrote, directed, and edited several short films in a competitive and accelerated program of study. Worked in the camera, sound, and editorial departments of other students' films.

Rochester Institute of Technology — Rochester, NY

September 2004 to May 2006

Computer Science Major. Proud member of Computer Science House, a special interest organization where students worked on projects spanning a multitude of disciplines.