

Brian Gaudino

Software Engineer

Brian Gaudino

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330.554.6643

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<https://briangaudino.dev>

<https://github.com/bgaudino>

Skills

Python / Django / Postgres / SQL / Git

JavaScript / Typescript / React / HTML / CSS

Experience

Fusionbox / Software Engineer

APRIL 2021 - PRESENT, DENVER, CO (Remote)

Architect and build new Python/Django web applications for clients in a variety of industries. Take over and rescue existing projects. Write and maintain open-source software.

The Paperless Agent / Software Developer

JULY 2020 - APRIL 2021, AUSTIN, TX (Remote)

Collaborate with the development team to determine the scope and expectations of the phases of the marketing suite roll out. Produce clean, efficient code, based on team standards. Integrate components and third-party programs through well documented APIs. Troubleshoot, debug, and upgrade existing code as needed. Gather and evaluate user feedback and make recommendations as necessary.

Cleveland Classical Guitar Society / Director of Education

AUG 2016 - JULY 2020, CLEVELAND, OH

Engineered expansion of the Education Program from 100 students at 3 schools to over 700 students at 18 schools. Launched Guitar@Home Academy during the COVID-19 pandemic to provide students synchronous and asynchronous online instruction opportunities.

Education

University of Louisiana at Lafayette / M.M. in Guitar Performance

AUG 2007 - May 2009, LAFAYETTE, LA

College of William and Mary / B.A. in Music

AUG 2003 - MAY 2007, WILLIAMSBURG, VA