


BRIAN CIPRIANO

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PROFILE

Full stack software developer specializing in web and cloud solutions. Experience ranging from developing small in-house tools to maintaining massively scalable public products and services.


EXPERIENCE




Google San Francisco, CA
Software Engineer Aug 2014 – Current
Member of the Cloud Media team. Transitioned Zync through acquisition by Google. Migrated the Zync service from Amazon Web Services to Google Cloud Platform and relaunched as a public service. Trained an international team of Google engineers to learn the codebase and the VFX industry. Designed and implemented numerous new Zync features, increased scalability, and improved security. Designed and implemented a variety of other products focused on serving the Media and Entertainment industry.




Zync Boston, MA
Creative Director of Software Apr 2011 – Aug 2014
Lead architect and developer of the [Zync](#) image rendering platform. Designed Zync and guided it from a single user, in-house tool at Zero VFX through a public launch and adoption by hundreds of visual effects studios. Refined the system architecture to accommodate growing demand. Managed a team of developers. Performed many other tasks such as forming development schedules and interviewing potential hires.



Zero VFX Boston, MA
Creative Director of Technology Jan 2010 – Apr 2011
IT manager and lead developer on all in-house software projects. Designed and implemented infrastructure from Zero's inception as a four-person startup to a large team of artists and a dominant position in the Boston VFX industry. Managed all IT and software projects performed by the studio's technology team. Worked closely with artists and management, built specialized tools quickly, and greatly improved the efficiency of the studio.



Brickyard Filmworks Boston, MA
Pipeline Developer June 2009 – October 2009
Pipeline developer in the Brickyard Feature Films department. Worked with production managers and crew to design and implement in-house software tools, streamlining the workflow of the crew.



The Helga Project September 2008 – Current
Creator and maintainer of The Helga Project, an open-source asset management system. Manage software development and resources. Helga is currently in use at Hampshire College and Anzovin Studio, where it has been used to produce several professional and student films, including the award-winning "The Incident at Tower 37."

SKILLS

Languages: Python, Java, JavaScript, HTML, CSS, SQL, PHP, Bash

Frameworks: Flask, Django, web.py, jQuery

Deployment: Google Cloud Platform, AWS, Heroku, Kubernetes

VFX Tools: Maya, Cinema4D, 3DS Max, Nuke, Vray, Arnold, RenderMan, Houdini, Photoshop, Shotgun, Ftrack

EDUCATION

Hampshire College

Amherst, MA

Bachelor of Arts

May 2009

Concentrated in computer science and visual arts, particularly as it relates to 3D animation production. Senior Thesis was to design and implement The Helga Project (see above). Received the 2009 Ingenuity Award for originality in community service.