

# Scott Petrovic

Senior Designer/Developer

<https://scottpetrovic.com>

<https://github.com/scottpetrovic>

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## Technical Skills

### Wireframing & Design

Affinity Publisher & Designer, Figma, Penpot, Photoshop, InDesign

### Front-end

Vanilla, Angular, React, Typescript, HTML/CSS/SASS

### Back-end

C#, .NET, SQL, PHP, GIT, Hugo

### CI/CD

Cloudflare, Github Actions, Azure Pipelines

### Atlassian

Jira, Confluence, Bitbucket

### 3D

Three.js, Blender, Godot Engine

## Experience

### Senior Designer/Developer



Swank Motion Pictures Inc., Boston MA/St. Louis MO (Sept. 2010-Present)

Work in the engineering department. I split my time between requirements gathering, designing, and developing. An elastic role depending on the project and team I am working with.

Provide direction, design, and development support for manufacturing systems (2022-Present)

- Develop products that deal with our production pipeline from retrieving movie studio masters, processing content in-house, to delivering content to customers.
- Communicate with business, support, QA, and engineering to ensure that products are achieving their goals. This involves requirements gathering, design work, and development.
- Work with managers to prioritize company goals through JIRA. This includes work for developers based on their experience, pairing programmers for a task, or good mentoring opportunities to help junior developers learn systems.

Increased the quality and quantity of our movie metadata. (2018-Present)

- Worked on an application that pairs our products with 3rd party metadata related to movies. This includes adding new metadata providers along with adding company overrides where metadata providers fall short.
- Re-designed and developed existing tool from Silverlight to a more modern Javascript based application and .NET Core 8 backend.

Consolidated product tracking tools to simplify internal sites. (2021-2022)

- Updated older tracking web applications written in jQuery and ported the functionality to a newer Angular 14 and .Net Core 6 project.
- Used Dapper for SQL queries, Ninject for dependency injections.
- Created Jasmine unit tests (Javascript) and NUnit tests (C#) to test any logic.
- Used Microsoft Azure Cloud tools to create new roles with Azure AD.

Assisted with new Swank.com marketing site (2016-2017)

- Served as the IT resource for the marketing department rebuilding the old swank.com to a new CMS platform (Umbraco). This involved spending time with them learning the CMS and traveling to the design agency.
- Extensive communication helping marketing understand how our API services would interact with the new site and be responsive when any issues or changes happened that might degrade performance or break functionality.
- Worked with our internal engineering team and external design agency to communicate and ensure data flows and APIs were working before, and after, launch. The main external API was to feed publicity metadata for titles, availability with rights, and publicity images such as posters.

UI design and development for custom learning management systems (2012-2016)

- In charge of design for learning management system (LMS) related to healthcare training. This involved talking with users about the existing tool and providing designs/workflows for new tool using Adobe InDesign and Confluence
- Assisted software engineers with front-end work. The technology changed multiple times throughout the project: jQuery, to Knockout.js, then to AngularJS. Used Bootstrap and a custom CSS theme that I made.
- Created business requirements for new features where we didn't have a dedicated business analyst. The business requirements were created using the Atlassian Confluence product.

## Open Source Project Maintainer

**MESH2 MOTION**

Mesh2Motion (2023-Present)

A project I started on my nights and weekends. I am starting to manage a small group of volunteers ranging from product designers and 3d animators. The product is similar to Adobe Mixamo, but is flexible and supports more than human rigs.

- Uses three.js extensively for 3d programming for managing rendering, skeletons, animations, and rigging.
- Front-end only uses vanilla Javascript and Typescript. It is an exercise to see how much can be done without frameworks.
- MediaRecorder javascript API used to build themed video previews.

<https://github.com/scottpetrovic/mesh2motion-app>

<https://app.mesh2motion.org>

## UI Designer/Developer (Volunteer)



Krita Foundation (August 2014-Present)

An open source project that builds a digital drawing and painting application. I started assisting with their website design and development, and transitioned into doing application design and development as well.

Improved application's UI with aesthetics and usability

- Facilitated and created mockups using the Phabricator platform. The application uses the Qt Framework (C++) for the GUI management. Using QtCreator I could create flexible UI files that plug into the implementation files (C++) that developers wrote. The MOC (meta object compiler) would convert those files to cpp files to be used by a normal compiler (like gcc). All done on a linux distro using my own GIT branches for development.

Responsible for design and development of marketing site <https://krita.org/>

- Migrated site from WordPress to static site generator Hugo for performance reasons. There were migration plugins and Python scripts I wrote, or used, to extract and convert content from XML export to markdown files.
- Worked closely with i18n (translation) team to integrate translation pipeline with new site building process using PO and POT system.
- Worked closely with the Krita community on their Discourse to gather requirements about current issues with the old site as I was designing and developing new site. This assisted greatly in the redesign.

## Web Designer



Consumer Programs Incorporated, St. Louis MO (Sept. 2007-2010)

A now defunct corporation. They had photo studios in a number of retail spaces like Sears, Walmart, and ByeByeBaby.

Designed aesthetics and development for multiple sites and marketing email blasts

- Managed the Sears Portrait Studio brand website. Updated the site for each new season. This was done with a really old CMS that I forgot the name of.
- Used Macromedia Flash to create slideshows of new seasonal photography.

Headed web analytics for quantitative and qualitative insights

- Used Omniture originally for web analytics. Helped the company transition to Google Analytics and keep the data consistent with a "data reconciliation". Also helped other brands transition to Google Analytics and saved the company \$30,000 a year.

Worked independently and worked under tight deadlines

- Designed and built out HTML emails that would go out in marketing material. During the holidays we were doing email blasts every day. Used a service called Cheetahmail. Did A/B testing with subject lines before the final send out.



West Lafayette, IN (2007)  
Bachelor of Science in Computer Graphics Technology  
GPA: 3.5 with a minor in Information Technology

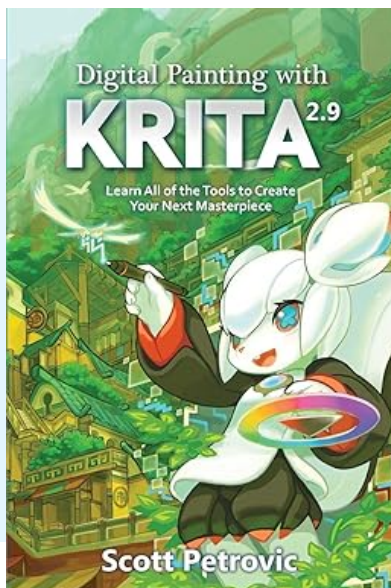
## Awards & Activities



Google Summer of Code

Mentor (2016-2019)

Mentoring university students with C++ and open source development. Evaluated students on their technical objectives as well as their communication skills. Received free t-shirts as payment.



### Digital Painting with Krita 2.9

Author

<https://www.amazon.com/Digital-Painting-KRITA-2-9-Masterpiece/dp/0996851704/>

Artist Choice Award in ImagineFX (issue 139) for Digital Painting with Krita 2.9 book.

<https://www.creativebloq.com/features/imaginefx-issue-139-resources>

