

Brian Gaudino

Software Engineer

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EXPERIENCE

Senior Software Engineer — Fusionbox

2022 - Present

- Present Architect and build new Python/Django applications for clients in a variety of industries
- Collaborate with clients to design and implement new features
- Take over and rescue existing projects
- Write and maintain open-source software

Software Developer — The Paperless Agent

2021 - 2022

- Collaborate with dev team to determine the scope and expectations of the phases of our 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.

Director of Education — Cleveland Classical Guitar Society

2016 - 2021

- 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.

Adjunct Professor — University of Louisiana at Lafayette

2009 - 2016

- Taught classical and jazz guitar to good guitar majors.
- Taught group guitar to non majors.
- Taught and designed the music theory curriculum for music business majors.

EDUCATION

University of Louisiana at Lafayette — Master of Music

2007 - 2009

College of William and Mary — BA

2003 - 2007

SKILLS

Django

Python

React

Typescript

Javascript

Go

Rust

SQL