Tony Polinelli

Principle Software Engineer II

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I am a full stack software engineer who has a wide range of skills related to design & development of web applications. I have a keen interest in making elegant, efficient applications which serve the needs of the customer. In Australia I started a company and gained extensive contracting experience. Next I did a stint in San Francisco working for enterprise companies and startups on-prem and then remotely. I have been based in Australia since 2017 working remotely for US companies.

I have focused my skills toward the frontend, but have designed and developed backend many APIs. I am interested in the full experience from visual design (UX) to implementation. This broad understanding of requirements & technology, allows me to utilize the correct technologies to achieve the project goals.

Skills

- Typescript, React, React Native, react-native-web,
- Node, GraphQL, Apollo, REST, Postgres, Mysql, RPC
- Interface Design, User Experience (UX), Product Development, Concepting
- AWS, Testing, Docker, CI,

Work History

Wowzer AI
2024 Principle Software Engineer II, Architect

This small startup (15 people) started within Bluescape. I led the engineering (5 people) to design & architect this mobile first web app. With 130,000+ users serving 3,000,000+ images this popular app was rapidly developed over a few months with regular releases.

I created the visual designs in figma before realize this clean Mobile & Desktop experience as a supabase powered react app. It allowed social sharing and multi-model generation.

Bluescape
2021 - 2023 Principle Software Engineer II, Architect
2020 - 2021 Principle Software Engineer
2019 - 2020 Senior Software Engineer

Over 3 years at Bluescape LLC I led the frontend development for multiple products. I headed development for the the 'Templates' feature, re-architechted the 'config center' and the 'My Bluescape' asset management portal.I created the 'shared components' monorepo package and defined core infrastructure.

2017 - 2019 Contract Software Engineer - Melbourne

Pixel Technologies - React Native development for IOT management software

GAT coin - Contract Software engineer - React Native development for Flex Rewards Application

Isobar Australia - Contract Software engineer - React / SIP VoIP integration - Jetstar Help portal

Australia Post - Senior Software Engineer (React) - Emerging products team - Referd project

2015 - 2017 Contract Software Engineer - San Francisco

Growlabs - https://www.growlabs.com/ - Vuejs SPA Customer facing web portal

Koan.inc - https://koan.co/ - React based management Portal

KidCarpool - Application design & react native prototyping

2013 - 2015: Jive Software - Senior Software Engineer - San Franscisco

Jive Software creates enterprise social collaboration software. Initially I was the lead front-end engineer for the Realtime team where we created a browser based messaging platform with integrated webRTC video. Later i was the lead engineer creating the desktop application of the Jive Chime messaging platform. I was responsible for ensuring the fortnightly releases of these products to thousands of users.

Technology included:
- Javascript (jngularjs), Node, Angularjs, Grunt, WebRTC, electron, node webkit

2011 - 2012: Freelance Software Engineer - Melbourne

Providing design, project management, & flash & html5 development services.

- *Victoria University*
        - Application design & Visual Design
        - iPad Application development
- *Freestyln*
        - *Html5, Angular.js B2B Procurement system development.*
        - *UX*
- *AJF Partnership*
        - Html5 development
- *George Patterson - GPY&R*
        - Game design, concepting and project management.
        - EDM design & cutup
        - System analysis & documentation (flash games portal)
- *Citrus*
        - Flash development - Sportsgirl.com.au
- Next Digital
        - Flash development - Ford
- *FF Bueau*
        - HTML5 development - mobile integtation. - Buddons / Serendipity

2008 - 2010: Partner in Web studio

Partnered in starting a studio TouchMyPixel providing design & development services to a range of clients.

2008 - 2009: Game Developer (flash & haxe)

Indie game design & development for the & work on the 'scarygirl' game project

2004 - 2008: Freelance (flash & php)

Visual design & engineering (flash) in advertising agencies for projects such as:
- Wrangler Asia Pacific website
- Lee Asia Pacific website
- Portmans website
- Disney & BVI - Games
- Scary Movie 4 – Game Development
- Accessorize – website
- Get Out of town - website

Education

2000 - VCE
2003 - BA DES (MMD) - Bachelor of Design (Multimedia Design)
Monash University Caulfield
Awarded for 'Best Interface Design'.

References

Rupen Chanda

CTO and SVP Of Engineering at Bluescape

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