

Ashot Petrosian

425 2ND STREET #301
SAN FRANCISCO, CA 94107

TEL 415 2179469 WEB www.almostcandid.com

[ashot at almostcandid.com](mailto:ashot@almostcandid.com)

Summary

Accomplished front-end engineer with a proven track record and over five years of experience architecting, designing, implementing and shipping elegant and usable rich media internet applications. My work includes the **Flickr slideshow**, the **Yahoo video player platform**, and the **Jumpcut video editor, player, and uploader**.

Skills

Actionscript 2 and 3, Flex, Python, DHTML, CSS, Javascript, and XML.

Experience with the full life-cycle of software and product development tools and practices: Agile, requirements analysis, OOP systems design, source control, testing, and deployment.

Proficient in the full web stack, several web frameworks, PHP, Java, and C++.

History and experience in graphic, branding, and UI design.

Experience

YAHOO (FLICKR), 2008-2009 SOFTWARE ENGINEER

- Architected and developed the new Flickr slideshow.
 - Re-built Flickr slideshow from scratch in Actionscript 3 to support videos and embedding.
 - Implemented scalable architecture for infinite streams of photos and videos.
 - Implemented a flexible UI which gracefully adapts to all sizes for embedded slideshows.
 - Built embed and other slideshow support pages.
- Implemented HD video in Flickr video player.

YAHOO, 2006-2008 SOFTWARE ENGINEER

- Defined and implemented the Yahoo Extensible Player platform as part of a three person core engineering team. YEP is a modular platform that is the basis for the Yahoo Video, Flickr, and all future Yahoo flash players.
 - Design and architecture of a modular system for describing, implementing and deploying flash players.
 - Implemented core pieces of the YEP platform.
 - Devised and implemented a client-side video bandwidth detection system.
- Co-inventor on one patent related to YEP technology.

JUMPCUT, 2005-2006 SOFTWARE ENGINEER

- Architected and built from start to finish the Jumpcut video editor, player, and uploader as part of the original Jumpcut engineering team. Jumpcut is an online video sharing and editing community.
 - Built an AS2 framework for layout management, dynamic asset loading and throttling, and internationalization that formed the basis for all of the Jumpcut flash tools.
 - Implemented world's first full-featured online video editor, with clipping, transitions, audio, and photo capabilities.
 - Definition and implementation of the data schema for describing, passing, and storing Jumpcut movies.
- Key contributor to design and implementation of the jumpcut.com website
- Key contributor to the definition and direction for the Jumpcut product.
- Co-inventor on three patents related to Jumpcut technologies.

UNIVERSITY OF TEXAS, 2003-2005 STUDENT RESEARCH INTERN

- Designed and implemented two Flash based rich internet applications for use in university courses and research.
- Conducted undergraduate research on modularity and automatic task decomposition in complexifying Neuroevolution.

MOLSOFT, SUMMERS 2001,2002,2003 SOFTWARE INTERN

- Worked on multi-platform user interface for computational biology software with C++ and the QT toolkit.
- Developed a system for parsing, indexing, and generating online documentation websites for Molsoft products.
- Created new graphics, design, and CSS layout for company web site.

Education

University of Texas at Austin — **BS Computer Science**, 2005 — Full Cockrell Engineering Scholarship

References

References from Flickr, Yahoo, and Jumpcut available upon request.