

Tristan Anderson

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EXPERIENCE

Rockstar Games

New York, NY

Software Engineer - Technical Art Animation

March 2024 – Present

- Developed and maintained a full-stack data management system for motion capture data using ASP.NET, Next.js, Web Forms, and Microsoft SQL Server.
- Implemented robust APIs to enable seamless integration of our data with other internal tools used on the production stage.
- Designed functionality to automate workflow generation and task assignments based on captured data, streamlining post-production for artists and animators.
- Worked closely with stakeholders in the production and post-production teams to deliver impactful features, following Agile methodologies with monthly releases and daily stand-ups.
- Developed tools with strict adherence to privacy and authentication standards to protect sensitive project and talent information.

Seagate

Minneapolis, MN

Software Engineer 2 - Component Equipment Test and Technology

August 2021 – May 2023

- Led design and development of an automated computer vision tool for measuring hard drive heads, achieving sub-micron precision to ensure parts met strict manufacturing requirements.
- Built touch-enabled UIs using .NET WPF, focusing on ease of use and operator safety, facilitating intuitive use by engineers in international labs.
- Designed software processes to automate head alignment and verification, eliminating manual adjustments and reducing per-part checkout time by over 90 percent.

Scrum Master

- Spearheaded the adoption of Scrum methodology within established software teams, leveraging my Certified ScrumMaster (CSM) expertise to teach developers Scrum basics.

Seagate

Minneapolis, MN

Software Engineer 1 - Component Assembly and Test Engineering

June 2019 – August 2021

- Developed an automated tool for production lines, designed to test over 100 hard drives simultaneously, reducing manual interaction time by over 70%.
- Managed UI and automation, creating an intuitive interface with .NET WinForms following MVC patterns to minimize operator error and expand experimental functionality.
- Implemented an automated process using a complex mechanical system and computer vision, enabling the tool to autonomously relearn all 108 hard drive slots in under 5 minutes after a machine rebuild.

PROJECTS

DivineToll.com A Full-Stack Web App for Market Analytics of In-Game Items

Full-Stack Developer

Released September 2023

- Developed a full-stack application providing real-time market analytics for Path of Exile.
- Designed a data pipeline capable of sorting and processing thousands of item listings per second using Kafka, scikit-learn microservices, and Postgres, self hosted on a home server.
- Utilized TypeScript, Next.js, and NestJS to construct a robust public API.
- Implemented a React front end following web design best practices, leveraging Tailwind CSS for styling.

EDUCATION

Iowa State University, College of Engineering

Ames, IA

Bachelor of Science - Computer Engineering

August 2015 – May 2019

- Teaching Assistant - Theoretical Foundations of Computing
- Teaching Assistant - Discrete Mathematics

TECHNICAL SKILLS

Programming Languages: C#, TypeScript, JavaScript, Python

Frameworks & Libraries: .NET Core, .NET Framework, React, Next.js, NestJS, Node.js, Electron

Database Management: SQL Server, PostgreSQL, T-SQL, Prisma ORM, Drizzle ORM

Other Tools and Technologies: OAuth, Git, Perforce, JIRA, Vercel, IIS, SSMS, Cognex