

Geoffrey Booth

Principal Software Engineer at Disney • Node.js Technical Steering Committee Member

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Experience

- Disney Media & Entertainment Distribution** **Principal Software Engineer** *Aug 2021 – present*
- Research and develop new technologies for Disney's media properties such as the ESPN and ABC News apps. Build experimental apps showcasing new features made possible by cutting-edge technologies such as machine learning, computer vision, neural networks and modern video, Web and native APIs. Transfer sophisticated new features into backend services and frontend consumer apps.
 - Submitted patent application for a new method of synchronizing data feeds to live streaming video for integrated display on consumer devices.
- Disney Streaming/Disney+** **Technical Lead** *Aug 2020 – Aug 2021*
- Served as one of five technical leads on the 50-developer Disney+ web app team. Led the Web Client Architecture team for the public-facing disneyplus.com, which provides browser-based access to all features of the Disney+ streaming service for over 100 million subscribers.
 - Designed the overall architecture for the web app for Disney's Star+ streaming service, launched in 2021 in 18 countries in Latin America.
- Walt Disney Imagineering** **Senior Software Developer** *Dec 2015 – Aug 2020*
- Led a team of 12 (seven developers, two quality analysts, one UX designer, one project manager and one business analyst) to build a search engine for over one million media assets. Conducted code reviews and ran dailies, sprint planning and retrospectives. Served as product owner for stakeholders representing general Imagineers and digital archivists. New app is more than 10x faster than previous app, including 40x faster uploads. Set new standards for software quality involving unit and automated tests and CI/CD that are now used as a department-wide model.
 - Created serverless Node.js APIs to support kiosks at six attractions in Disneyland and Disney World where guests share photos and videos via email, Facebook or Twitter. Replaced older system that suffered from capacity and throughput problems with new system that supplies limitless scale and has processed media for millions of park guests since 2018. Built new live system status dashboard and analytics charts.
 - Built internal web app for resource planning. New app is over 10x faster than previous process, saving managers hundreds of hours of time.
 - Designed API to allow guests to save their interactions across Star Wars: Galaxy's Edge land built for Disneyland and Disney World.
 - Built image analysis and automated tests management web app for 3D graphics engine used in the attraction *Millennium Falcon: Smugglers Run*.
 - Developed "Indiana Jones Adventure – The Gifts of Mara" game for Play Disney Parks app, rated 4.7 out of 5 in the App Store.
- Node.js Project** **Technical Steering Committee Member** *Apr 2018 – present*
- Technical director of the Node.js project and contributor of code into Node.js core: github.com/nodejs/node#tsc-technical-steering-committee
 - Leader of the Loaders team providing user customization of Node.js. Co-led a team of 12 developers to add support for JavaScript import/export syntax (ECMAScript modules) to Node.js. Primary author of Node.js ECMAScript modules docs and announcements: bit.ly/3cCGKcm
- CoffeeScript Project** **Leader/Maintainer** *Jul 2016 – present*
- Led 17 open-source contributors to modernize the language and support new JavaScript features. coffeescript.org/announcing-coffeescript-2
- Trailer Park** **Technical Lead** *Oct 2014 – Dec 2015*
- Led a team of four developers to build jurassicworld.com, a site for the fictional Jurassic World theme park. Created optimized single-page app visited by over 6 million people in 2015, including 300,000 in a single day, without downtime. Designed site architecture and implemented responsive design, analytics tracking, social sharing, SVG icons and templates, animated widgets, zoomable map, video and localization.
- Film and Television Projects** **Full-Stack Web Developer** *May 2002 – Oct 2014*
- Part of producing team for dozens of films and television shows, including Academy Award Best Picture winner *12 Years a Slave*; Academy Award-nominated *Thirteen* and *Wanted*; Emmy-winning *The Mystery of Matter: Search for the Elements* and Emmy-nominated *Blue Bloods* and *Damages*. imdb.com/filmosearch/?sort=year&role=nm1278634
 - Built web apps to manage productions. Charted progress over time via interactive graphs, showed locations with image galleries via Google Maps API, listed contacts with downloadable vCards, emailed recipient-watermarked PDFs, and stitched together high-resolution Google Maps.
 - Built web app where users can upload folders of files and the app finds and replaces sets of text pairs across Word and Excel documents.

Proficiencies

Languages: JavaScript/Node.js (team leader), TypeScript, Python, CoffeeScript (project leader), Java, PHP, Bash, CSS, Sass, Stylus, HTML.

Frameworks: Svelte, Vue, React, Fastify, Express, Meteor (contributor), Ember, Backbone, Serverless, AWS Lambda, WordPress, jQuery, Cypress, Jest.

Technologies: Docker, Terraform, AWS, S3, ECS, EC2, SQS, RDS, Google Cloud, MongoDB, DynamoDB, PostgreSQL, GitHub, GitLab, Jira, Confluence.

Methodologies: Agile/Scrum project management. DevOps including continuous integration/continuous deployment. Test-driven development.

Education

Columbia University. *School of the Arts, 2005-2009.* Master of Fine Arts degree in Film Producing.

Cornell University. *College of Arts & Sciences, 1999-2003.* Bachelor of Arts degree in Film with a focus in Computer Science.