

Romaine Coston

Details

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Links

[Google Colab AI Machine Learning Project](#)

Skills

C#
Unity 6
Unreal Engine
React
NextJS
PostgreSQL
PGAdmin
NodeJS
Python
FastAPI
MongoDB
MUI
Cypress
3D Equalizer
Maya
Nuke
Toon Boom Storyboard
UNIX
ZBrush
Gimp
PhotoShop
Flash
Java
Adobe Illustrator

Profile

Dynamic Full Stack Developer with 16 years of experience, adept at merging artistic vision with technical proficiency to create innovative solutions. Expertise spans across web development, database design, and API integration, with a proven ability to adapt and thrive in diverse project environments. Skilled in leveraging technologies such as React and Python to enhance user experiences and streamline processes. A creative problem-solver dedicated to continuous learning and the pursuit of excellence in both art and technology.

Employment History

Full Stack Developer/Contractor, NUBorders, LLC, Alexandria

APR 2017 – APR 2025

- Developed and maintained multiple web applications for the Defense Intelligence Agency, ensuring alignment with customer business logic.
- Designed and implemented database architectures for two key DIA projects, enhancing data integrity and accessibility.
- Built reusable React components, integrating complex business logic to improve user interactions and application performance.
- Created and optimized API endpoints, executing SQL queries to facilitate seamless data retrieval and manipulation.
- Conducted daily testing and code reviews of merge requests, ensuring adherence to coding standards and project requirements.

Matchmove/Tracking Artist, Method Studios, Vancouver

JAN 2015 – FEB 2016

- Matched and tracked camera shots for major films, ensuring high-quality visual fidelity and seamless integration.
- Collaborated with visual effects teams to enhance the integration of live-action and CGI elements, optimizing visual storytelling.
- Utilized software tools like 3D Equalizer and Maya for precise scene reconstruction, contributing to the overall production quality.

Assistant Technical Director for the Layout Department, Industrial Light and Magic (ILM), San Francisco

2010 – 2012

- Matched and tracked camera shots for major films, including Avengers: Age of

Ultron and The Legend of Tarzan.

- Collaborated with visual effects teams to ensure seamless integration of

live-action and CGI elements.

- Utilized software tools like 3D Equalizer and Maya for precision tracking and

scene reconstruction.

- Contributed to the optimization of workflows and processes within the

production pipeline.

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Engaged in continuous learning of emerging technologies to enhance tracking

techniques.

Final Layout Assistant Technical Director (for the film Rango), Industrial Light and Magic (ILM)

2009 – 2010

- Developed Python scripts to enhance efficiency of Final Layout process.
- Ensured accuracy and validity of animations and final camera takes.
- Organized and managed final camera and animation files for seamless handoff to lighting technical directors.
- Collaborated with cross-functional teams to integrate feedback and refine workflows.
- Implemented quality control measures to maintain high standards in final outputs.

Technical Assistant, Industrial Light and Magic (ILM)

2008 – 2009

- Monitored and ensured successful completion of rendering processes.
- Troubleshoot and resolved rendering issues for lighting technical directors.
- Developed features and fixed bugs in ILM's proprietary render monitoring software using Python.
- Collaborated with cross-functional teams to optimize rendering workflows.
- Documented technical processes to improve team efficiency and knowledge sharing.

Application Software Engineer/Contractor for the U.S. Navy, Lockheed Martin Technology Services, New Orleans

2002 – 2005

- Developed Java applications for efficient electronic Naval order delivery across fleets.
- Constructed software for Web Afloat and Disconnected Operations applications.
- Managed migration of software from development to testing phases.
- Designed integration solutions to synchronize PeopleSoft databases.
- Collaborated with cross-functional teams to enhance performance and user experience.

Education

Certs, Udemy

Unity 6 with C#, Machine Learning, React, Typescript, PostgreSQL, FastAPI

Statement of Accomplishment (with distinction), University of Colorado Boulder

NOV 2013

Comic Books and Graphic Novels

Bachelor of Science, The Art Institute of California-San Francisco

DEC 2007

Media Arts and Animation

Bachelor of Science, Xavier University of Louisiana, New Orleans

MAY 2001

Computer Science