

Anthony Giuliano

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PROFESSIONAL EXPERIENCE

SQUARE

Senior Developer Relations Engineer

New York, NY
Sept 2022 – Present

- Scripted, performed, and edited educational videos and technical tutorials that educate developers on effectively using Square's APIs and SDKs, resulting in a 37% increase in viewer retention (average percentage viewed).
- Designed and implemented a scalable, end-to-end video production process by creating instructional resources and establishing clear workflows for planning, scripting, filming, and editing.
- Organized a global Square + Google AI Hackathon, bringing together 2,441 participants who built projects that integrated Square's APIs with Google's AI tools, including Vertex AI and PaLM.
- Collaborated closely with creative and product marketing teams to lead Square's developer video program, shaping the content strategy and redesigning the look and feel to improve clarity, tone of voice, brand consistency, and scalability.
- Coached developer relations engineers on presentation skills for both video and live events, enabling them to deliver clear, impactful technical talks and product demos.
- Developed a custom tool that automates the conversion of markdown files into video clips for technical tutorials, significantly increasing video creation efficiency and scalability.
- Delivered talks and authored technical tutorial blog posts on payment best practices and implementations, representing Square and contributing to the broader developer community.

IONIC

Developer Advocate - Stencil

Remote
Aug 2021 – Aug 2022

- Boosted traffic to the Stencil documentation site by 33% in 6 months through strategic content rewrites and clear communication of updates to the Stencil developer community.
- Created sample applications and authored in-depth blog tutorials, simplifying complex technical concepts and showcasing practical use cases for Stencil.
- Owned and executed the end-to-end process of producing video tutorials, covering both high-level overviews and in-depth technical concepts related to Stencil and design systems, with a focus on topics identified through community feedback.
- Presented at multiple conferences, effectively introducing Stencil and web components to a wider frontend developer audience.
- Cultivated a thriving Stencil developer community by engaging with members on public forums, establishing GitHub organizations, and highlighting community contributions through blogs and announcements.

AUDIBLE, INC.

Frontend Engineer

Newark, NJ
Jul 2020 – Jul 2021

- Implemented state management logic with React to ensure the web audiobook player's state persisted seamlessly across multiple pages, improving user experience.
- Led and coordinated the deprecation of a legacy service by collaborating with cross-functional engineering teams to facilitate the offboarding of client applications.
- Partnered with UX designers to develop reusable React components for a new component library, streamlining development across all web teams.
- Spearheaded accessibility improvements across Audible's web pages, identifying and resolving 59 accessibility bugs to enhance the user experience for all customers.

EDUCATION

UNIVERSITY OF NOTRE DAME

B.S in Computer Science, Cum Laude
GPA: 3.7

Notre Dame, IN
May 2020

TECHNICAL SKILLS

Programming Languages & Frameworks: Next.js, React, Stencil, JavaScript, TypeScript, Node.js, Express, Java, Python

Video Production & Editing: Adobe Premiere Pro, ScreenFlow, Video Editing, Video Production

Tools & Technologies: Git, JIRA, GitHub, Asana