FULL-STACK SOFTWARE DEVELOPER · VANCOUVER, BC

Ben Gaumond

I started in animation, writing code to make things move. That led to drawing games for PBS KIDS and full-stack tools for the artists and producers who make animation.

LinkedIn: https://www.linkedin.com/in/ben-gaumond/

CORE TOOLKIT	TypeScript React Node.js Adobe Creative Suite Spine 2D Blender	Web applications, animation pipelines, and interactive games.

01 / EXPERIENCE

From animation to software development

Web applications, technical direction, and interactive games

Apr 2023 — Present

CURRENT

eDynamic Learning

Full-stack Software Developer

Canada · Remote / Permanent Full-time

- Develop interactive simulations for educational software.

Aug 2014 — Jan 2023

Global Mechanic

Technical Director

Vancouver · Hybrid / Permanent Full-time

- Led the design of multiple generations of full-stack tools for the studio's animation pipeline.
- Managed security, technical support, and onboarding while overseeing production workflows for artists and producers.
- Built several versions of the studio website and short-turnaround sites for proposals and client deliverables.

Jan 2020 — Dec 2020

PBS

Scribbles and Ink S2 - Developer

Vancouver · Hybrid / Contract Full-time

- Led a small development team on Far and Away, a PBS KIDS game that lets kids draw and interact with animated characters.
- Rewrote the original codebase around reusable behaviors and built editor tools to make it easier for artists to add content.
- Set up Google Analytics and used it to report on how the game was being played.

Jan 2019 — Dec 2019

PBS

Scribbles and Ink S1 - Lead Developer

Remote / Contract Full-time

- Developed In and Out, a PBS KIDS mobile drawing game with interactive animated characters.
- Worked around the engine editor's serialization constraints to load assets dynamically and manage memory across devices.

Jul 2010 — Mar 2013

SoMedia Networks

Software Developer

Vancouver · On-site / Permanent Part-time

- Automated Adobe After Effects rendering through Adobe's scripting engine.
- Later published a Node.js library that runs scripts inside After Effects and exchanges JSON-compatible data between the two environments.

02 / SELECTED WORK

Selected projects

Games, studio tools, and open-source software

Scribbles and Ink

Two drawing games for PBS KIDS, with a different engineering challenge in each release.

In and Out Far and Away

Global Mechanic's animation pipeline

Internal production tools for a small animation studio.

after-effects

An open-source Node.js library for scripting Adobe After Effects.

View on GitHub

03 / APPROACH

How I work

I learned to program as an animator. Writing expressions let me automate some of the motion I'd been setting up by hand. I still like finding the part of a creative workflow where a little code can save someone a lot of fiddling.

I like a clean abstraction, and I've lost enough time chasing one to know what it costs. I put that effort where someone will feel it, like giving an artist a way to add content without waiting on a developer.

I think most engineering decisions come down to choosing a degree of wrong you can live with. There's always another way to structure the code, and there is, inconveniently, a deadline. I spend the extra time on changes that make the next person's work easier.

TypeScript, React, Node.js, Adobe Creative Suite, Spine 2D, and Blender · Vancouver, British Columbia, Canada