

Objective

Always adapting to the ever-changing world of the Internet. I consider myself a creative developer. Coming up with solutions for groundbreaking ideas is what keeps me going.

Work Experience

Sr. Developer

David&Goliath - El Segundo, CA:
January 2017 - Present

- Lead developer across all accounts.
- Tech lead on projects built externally; being a technical liaison between the agency and outside vendors.
- Providing architecture and performing code reviews for deliverables.

Sr. Front-End Developer

Hulu - Santa Monica, CA:
February 2016 - December 2016

- Led development for the internal creative team.
- Responsible for overseeing the transition of desktop interstitials (Interactive ads inside of the Hulu player) from Flash to HTML5.
- Creating in app mobile interstitials for Android (developed with HTML/CSS/JavaScript.)
- Managing outside resources and making sure deliverables are being built correctly.
- Working with teams across multiple office locations to ensure process is in sync.

Sr. Front-End Developer

72andSunny - Los Angeles, CA:
April 2013 - February 2016

- 72andSunny - Holiday Hijack: A node.js based real-time white elephant experience for 72andSunny's holiday event. Built using Backbone.js, this mobile app allowed users to browse through gifts and "steal" them from others playing. I was responsible for developing the Backbone architecture and communication to the node server. As well as all front-end styling and mobile interaction.
- Google - The Talking Shoe 2.0: Developed HTML5 browser-based experience for a connected object experiment.

Web Developer

TVGla (The Visionaire Group) - Los Angeles, CA:
September 2012 - April 2013

- Built numerous HTML5 websites for major motion pictures.

Front End Developer

Arnold Worldwide - Boston, MA:
April 2011 - September 2012

- Arn.com: Fully responsive website for the global agency built in just under a month.
- Progressive: Developed flosbestday.com, an HTML5 parallax scrolling site.
- Jack Daniels: Developed games for JackAndZac tour challenges.
- Developed and strategized experimental prototypes for client pitches using HTML5/CSS3/jQuery.
- Panasonic: Developed rich media units, and microsites.
- CVS: Developed Flash apps for CVS.com.
- Carnival Cruise Lines: Developed out of home Flash display.
- Dell: Developed online media and rich media units.

Lead Developer

Seidler Bernstein - Cambridge, MA:
January 2010 - April 2011

- Recreated company website using HTML/CSS/Javascript.
- Headed Interactive Department.
- Suggested new media and strategies on how to use them for clients.
- Worked on winning new business pitches.
- Wrote marketing articles for massdevice.com
- Biogen: Developed translatable Flash application.
- Smith & Nephew: Helped concept and produce Augmented Reality tradeshow experience.

User Interface Developer

Arnold Worldwide - Boston, MA:
August 2008 - March 2009

- Developed online media, microsites, emails and e-newsletter campaigns.

Junior Interactive Designer

Neal Advertising - Danvers, MA:
March 2008 - August 2008

Technical Skills

Languages / Tools / Platforms:

HTML5, CSS3, SCSS, Javascript, jQuery, React, Backbone, Grunt, Gulp, Yeoman, Bower, Bootstrap
AWS, Node.js, Twitter API, Instagram API, MYSQL, Actionscript, PHP, WordPress, Git, SVN.

Software:

Sublime Text, iTerm, Flash, Photoshop, Illustrator, Office.

Education

B.S. Degree in Communications Media with a concentration in Interactive Media and Graphic Design.
Fitchburg State College, Fitchburg, MA. 2007

Honors & Awards

Webby - Mobile & Experience Marketing Award for The Talking Shoe 2.0.
Web Award Winner - flosbestday.com and jackandzac.com Tour Challenges.
Personal website was daily winner on **cssawards.com**, featured on **onpagelove.com**, and nominated on **cssdesignawards.com**

References available upon request.