

EXPERIENCE

Scripps Networks Interactive

Contractor Front End Engineer

New York, NY
May 2011 - Present

- Manage & Maintenance for all the digital properties, including enhancements, bug fixes, performance, security, unit testing, 3rd party oversight, integrations, and code deployments.
- Responsible for tightening security, creating svn architecture, code audit, theme creation, improving work flow and communication on all the blogs housed under Scripps Networks Interactive.
- Managed small projects allowing the lead developer and project manager to focus on high-level organizational oversight.
- Implemented the HTML5 video player to increase revenue on iOS devices, by using the JavaScript object namespace and Charles proxy to develop on the iPhone/iPad via the desktop computer.
- An agile work environment with daily standups, tracking time in harvest and tickets/projects in Jira with peer code review to check integrity, performance, stability and reliability across platforms and browsers.

Euro RSCG Worldwide

Contractor Front End Engineer & Designer

New York, NY
April 2011

- Designed the look and feel for a marketing minisite that matches the look and feel of eurorscg.com.
- Using HTML, CSS3 and jQuery, I created a waterfall effect that pulls in all tweets with a specific hash tag that auto updates.

Hot Studio

Contractor Front End Engineer

New York, NY
April 2011

- Prototyped a new e-commerce site for Gilt's user experience study using PHP, CSS3, HTML5, jQuery and JavaScript.
- Coordinated with development team in San Francisco setting up a git repository on Beanstalk for the project code reviews.
- Assisted clients on site with their e-mail marketing campaign template and integration into their email service.

PetFlow.com

Lead Front End Engineer

New York, NY
June 2010 - February 2011

- Themed pages for the site, e-mail and marketing using PHP, HTML5, CSS3, jQuery, JavaScript, Smarty and XML.
- Obtained images from vendors directly, thus creating and coordinating an extensive and cohesive library of brand assets.
- Routinely developed dynamic landing pages on the fly for marketing A/B tests and click through conversions rate tracking.
- Applied cross browser techniques to ensure the brand & identity are consistent on all platforms for all end users.
- Re-structured the site architecture and file organization for consolidation and optimization to enhance latency.
- Themed pages in Smarty during migration from Drupal to egloo.
- Maintained synchronization and versioning of code through command line in the terminal using Git.

RocketFuel Studios

Drupal Developer

New York, NY
March 2010

- Assisted RocketFuel Studios in completing the rebranding and launch of the new Major League Soccer site, as well as all 16 team companion sites.
- Utilizing CSS, PHP, JavaScript and XHTML I helped theme pages for Drupal. Assisted in the re-theme of sub pages for a sidebar implementation.
- Fixed the navigation bar to allow current state, as well as dropdown navigation.
- Re-structured the homepage layout to match the approved photoshop composition.
- Cleaned up Drupal in the back end, eliminating unnecessary panels and blocks as well as optimizing the CSS.

Atari Games

Web Developer/Designer

New York, NY
December 2009

- Coordinated with the project manager, setting deadline dates to ensure project movement and completion.
- Created a custom template in Word Press to drive the 'Project Runway' Wii game site for Atari.com with heavy use of CSS, HTML and light manipulation of PHP.
- Implemented third party API's (Facebook/FBXML and Flickr) into the framework of the site, pulling in a Flickr photo gallery, Facebook connect, share functionality, as well as skinning of the Facebook Fan Box.

Rockstar Games

Web Developer/Designer

New York, NY
April 2008 - Nov 2009

- Worked on the marketing campaigns of the recently released Chinatown Wars, Episodes from Liberty City, Beaterator, Midnight Club Los Angeles, Grand Theft Auto IV, Grand Theft Auto Chinatown Wars, Bully Scholarship, Max Payne 3 and Red Dead Redemption.
- Coordinated with Rockstar International to develop, produce and design all the internationalized versions of the game sites using CakePHP, Apache to create virtual hosts on the development server, as well as keeping them synced with their US counterpart through perforce and .htaccess.
- Set the research department up with a comprehensive way of sending out e-blasts, archiving sent e-blasts, and developed new research sites as needed in Word Press, modifying the PHP, CSS, HTML and JavaScript.
- Updated the Rockstargames, Rockstargames studios, Rockstar Warehouse, Take2 Store, Social Club and Take2 Games sites through use of PHP, MySQL, CakePHP framework, HTML, CSS, jQuery, JavaScript, Yahoo! Store and AS3.
- Created a developer documentation library and made the process of pushing staging sites to live more efficient.

- Designed, developed and deployed the Rockstar Propaganda e-newsletter via Lyris List Manager e-mail software.

blindsightthemovie.com

Web Designer/Developer

London, UK

January 2008 - Present

- Work remotely to continuously update and maintain the site with the latest media and news content.
- Coordinated the move of the website and DNS settings to a new hosting service as well as tying in Pay-Pal shopping cart.
- Made the website W3C and 508 compliant to ensure usability for the vision and hearing impaired.

Computer Skills

- Mac OS, Windows, Adobe Suite, CSS3, HTML5, ActionScript 3, PHP, JavaScript, jQuery, Apache, MySQL & XML, CakePHP, Drupal, CodeIgniter, Wordpress, Basecamp, Redmine, Trac, Jira, Charles Proxy, SVN, Beanstalk Perforce & Git

EDUCATION

New York University

PHP, 10 week course

Intermediate Flash ActionScript 3.0, 10 week course

New York, NY

Oct 2010

Oct 2008

University of Maryland

B.A., Fine Art, Concentration in Graphic Design

College Park, MD

May 2005