JESS VARGHESE

West Hartford, CT 06107

Phone: 860.690.9676 | Email: <u>JessVarghese@gmail.com</u> LinkedIn: <u>https://www.linkedin.com/in/jessvarghese</u> | GitHub:

<u>https://github.com/JessVarghese</u> | Portfolio: <u>https://jessvarghese.github.io/react-</u>

<u>portfolio</u>

Summary

Front-End Web Developer with extensive experience working in the digital media field. Recently earned a certificate in full-stack web development from the UConn Coding Bootcamp. Creative problem-solver, passionate about building applications and learning new technologies that streamline the user experience and meet client's end goals. Strengths in collaboration, meeting deadlines and project management make me a strong addition to your team.

Technical Skills

JavaScript ES6+, CSS3, HTML5, SQL, NoSQL, GitHub, MongoDB, MySQL, Express, React, Node, Handlebars, jQuery, Bootstrap, Git

Core Competencies

Project Management, Strategic account management, Video & Audio Editing, Content management Systems, Live webcasting, surgical producing, content marketing

Projects

The Pet Project | https://github.com/JessVarghese/Pet-Project | https://jessvarghese.github.io/Pet-Project/

- **Summary:** The Pet Project is an application that allows a user to easily find a dog or cat to potentially adopt.
- Core Responsibilities: Collaborator, Front end design, API integration
- Tools/Languages: Bulma, RescueGroups.org API, ZipCodeAPI.com

CatMomDotCom | https://github.com/Chis517/cat-mom-dotcom | https://glacial-plains-94450.herokuapp.com/

- **Summary:** Cat Mom Dot Com is a site intended for a user to login to view random cat images, facts and get specific info on a particular breed of cat.
- Core Responsibilities: Collaborator, contributed to front-end design, API integration
- Tools/Languages: Bcrypt, cookie parser, dotenv, express, express handlebars, express session, handlebars, morgan, mysql2, Requirejs, Sequelize, Heroku, HTML, CSS, BULMA, Javascript

Common Unity Network | https://github.com/JessVarghese/common-unity-network | Video Demo: https://watch.screencastify.com/v/EO2lz81rFFBTw2g1ZEgv

- **Summary:** The Common Unity Network is a social application using a NoSQL database where you can create users, add friends, share thoughts and reactions.
- Core Responsibilities: Creator
- Tools/Languages: Express, MongoDB, Mongoose, Insomnia

•

Experience

BroadcastMed, Farmington, CT

ACCOUNT EXECUTIVE

JULY 2018 - OCTOBER 2021

Client Relations:

- Manage a portfolio of \$3 million for over 20 hospital and device manufacturer clients
- Build strong client relationships that resulted in renewed business and increased revenue
- Serve as the visible face of the organization with senior executives of major clients
- Collaborate with hospitals, device manufacturers, pharmaceutical companies and doctors to develop program content and marketing strategy
- Develop client's physician marketing strategy to support U.S. News & World Report Rankings, referrals, sales leads, CME completions, awareness, newsletter subscribers, physician training and participation rates, and product demonstrations

Leadership/Project Management:

- Lead cross-functional teams comprised of producers, editors, designers, and marketing specialists
- Facilitate discussions within cross-functional department surrounding project expectations, deadlines, and client satisfaction
- Monitor and manage budgets for projects

Project Development:

- Oversee development of medical/professional video portals for top tier clients
- Develop ideas to make content creation cost-effective and efficient for clients

SENIOR VIDEO PRODUCER

JANUARY 2014 - JULY 2018

- Produced live surgical webcasts, physician interviews, and clinical roundtable discussions
- Trained and supervised multimedia specialists to ensure post-production follow through and client satisfaction
- Managed multiple, concurrent projects in a fast-paced, innovative, creative environment
 Translated the needs and vision of clients into highly effective and technically precise web and video productions

CONTENT EDITOR

OCTOBER 2012 - JANUARY 2014

- Edited single and multi-camera video shoots in Final Cut Pro
- Managed video assets of completed programs
- Collaborated with graphic, promotion, and IT teams to deliver dynamic

Connecticut Science Center, Hartford, CT

DIGITAL MULTIMEDIA SPECIALIST

June 2009 – October 2012

- Operated and monitored 3D Dolby Digital Cinema System and related technical auxiliary support equipment for 3D movies, pre-shows, and other live events
- Edited and produced video content for marketing, programming, and use throughout science gallery kiosks
- Collected data from focus group events to evaluate potential films
- Contributed ideas for improving visual content, operations, and communication within our department

Connecticut Public Television, Hartford, CT

FREELANCE PRODUCTION ASSISTANT

AUGUST 2006-OCTOBER 2008

Projects: Work. Learn. Live. (Connecticut) | Critical Call for Oral Health | Aging in Place

- Assisted with production and research for documentary series'
- Coordinated emails and assisted with taking phone calls for live town hall meetings.
- Improved organization of the tape archive by creating a tape catalog
- Directed b-roll shoots, wrote and edited script narration, transcribed audio, logged and digitized footage
- Captured screen grabs for web profiles, provided visual and audio elements for promo spots
- Provided office support, attended production meetings, coordinated filming and editing schedules

FREELANCE PRODUCTION ASSISTANT

JANUARY 2008 - MAY 2008

Projects: Parents and Teens: Behind the Wheel (Regional Emmy Award winner)

- Open Mike: (Former) Lieutenant Governor Michael Fedele Monthly Cable Show
- Assisted in production, research, and setup and teardown of sets
- Arranged travel, schedules, and transported vehicles for camera installations
- Acted as a tape runner for Foxwoods Resort Casino awards banquet

Education

Certificate, Full Stack Web Development, UConn Coding Bootcamp - 2022

Bachelor of Science in Communications and Mass Media, Nyack College, Nyack, NY - 2006