# Ari Rose

#### INTRODUCTION

Entrepreneurial, cross-disciplinary web developer with eye for design, feel for UX, and concern for performance. Excited to work on quality products with harmonious teams.

#### EXPERIENCE

# ■ Senior Front-End Web Developer, GoWatchIt

New York · Dec 2013 - Present

- Early engineer/designer at Series A Film and TV startup, bridging sophisticated engineering with UX.
- Products served millions of times a month on major studio properties (Universal, Sony, Paramount, FOX) and large content sites (NYTimes, Buzzfeed, Entertainment Weekly).
- Establishing product-centric design culture by hiring and training new developers for each core project as company rapidly grows.
- Threading the needle by accommodating idiosyncratic legal and client constraints with polish and performance.
- Architected, designed, engineered, and spearheaded *three keystone projects*, leading to fundraising rounds and company growth:

#### Superwidget (Javascript)

Led team of two in writing a pioneering API-backed embeddable SDK and theming engine for film releases, TV programming, and advertising campaigns.

#### GoWatchIt.com (React/Rails)

Directed redesign of the existing outdated website through managing stakeholders, freelancers, and team members (launched Q1 2016).

#### GoWatchIt 360 (Ember)

CMS and analytics for film and TV studios. Real-time analytics, custom reporting, visual asset creation, and theming (Google Analytics for TV/Film releases.

#### ■ Front-End Web Developer, Universum Global

New York · Jan 2013 - Nov 2013

- Founding Javascript developer at innovation lab inside multinational market research corporation.
- Led design and development of multiple Rails/Node.js apps reaching 500,000 university students worldwide.
- Functioned in various roles beyond job title including product manager.
- Created company-wide branding concept approved by executive team in Stockholm, Sweden.

#### **■ Campus Director**, The Flatiron School

New York · Oct 2012 - Jan 2013

- Founding employee at successful programming bootcamp aimed at college graduates with three big roles:
- Head of Admissions: Interviewed and managed pipeline with hundreds of applicants.
- Head of Employer Outreach: Established employer hiring program, planned job fairs, and recruited dozens of tech companies to hire new grads.
- Head of Marketing: Created school's brand, organized semester events, produced media assets, and created all
  pitch decks.

#### ■ Consultant, Freelance

New York/Atlanta · 2011 - 2012

- Hired by software companies and ad agencies to provide design, development, and strategic improvements.
- Deliverables included wireframes, prototypes, Photoshop, presentations, and live production code.
- Clients included Anomaly, DueProps, Classmates, Pigeon, E-Myth, C Wonder, DiMassimo Goldstein.

#### ■ Creative (Intern), Anomaly Partners

New York · 2011

- Developed interactive and video experiences for Budweiser, Converse, Captain Morgan, and agency-side *special projects* at prestigious advertising and design agency
- Created CEO-approved concepts for interactive Track Your Bud bottle and Converse Shoeboxx.

#### EDUCATION

Emory University (2009)	The Creative Circus (2011)	IES Study Abroad (2008)
Psychology – 3.65/4.0	Interactive Design/Copywriting	Vienna, Austria
Concentrations in philosophy, music,	Created brand campaigns in creative &	Travelled throughout
and neuroscience.	tech teams at leading ad school.	Western and Eastern Europe.

#### SKILLS

Development	Design	Advertising/Marketing	Tools/Workflows
JavaScript · React.js ·	$HTML/SCSS \cdot UX \cdot$	Art Direction $\cdot$ Branding $\cdot$	$Git \cdot Github \cdot Agile \cdot$
Ruby/Rails · Ember.js ·	Mobile $\cdot$ Sketch $\cdot$	Copywriting · Analytics	Scrum $\cdot$ Kanban $\cdot$ Style
Webpack · Firebase	Wireframing		Guides · JIRA

## ACCOMPLISHMENTS

#### BreedBreakdown.com Awards

In one weekend, built app that accrued 1.5 million unique visitors with no advertising.

Vann Scholarship for academics & philanthropy; Three consecutive Class Scholarships; Dean's List.

## CONTINUING EDUCATION / AMATEUR INTERESTS

Long-form Classes	Intellectual History	Philosophy	Volunteer Work
Woodworking $\cdot$ Music Theory $\cdot$ Film Editing $\cdot$ Motion GFX $\cdot$ Cooking	$Psychology \cdot Economics \cdot \\ Technology \cdot Political \ Thought$	Moral · Political · Mind · Science · Epistemology	Dog walking for the elderly · Pro bono work for community orgs