

INTRODUCTION

Entrepreneurial, cross-disciplinary web developer with eye for design, a feel for UX, and a 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:

1. 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.

2. GoWatchIt.com (React/Rails)

Directed redesign of the existing outdated website through managing stakeholders, freelancers, and team members (launched Q1 2016).

3. 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:

1. Admissions

Interviewed and managed a pipeline with hundreds of applicants.

2. Employer Outreach

Established employer hiring program, planned job fairs, and recruited dozens of tech companies to hire grads.

3. Marketing

Created the 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)

Psychology – 3.65/4.0

Concentrations in philosophy, music, and neuroscience.

The Creative Circus (2011)

Interactive Design/Copywriting

Created brand campaigns in creative & tech teams at leading ad school.

IES Study Abroad (2008)

Vienna, Austria

Travelled throughout Western and Eastern Europe.

SKILLS

Development

JavaScript · React.js ·
Ruby/Rails · Ember.js ·
Webpack · Firebase

Design

HTML/SCSS · UX ·
Mobile · Sketch ·
Wireframing

Advertising/Marketing

Art Direction · Branding ·
Copywriting · Analytics

Tools/Workflows

Git VCS · Github · Agile ·
Scrum · Kanban · Style
Guides · JIRA

ACCOMPLISHMENTS

BreedBreakdown.com

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

Awards

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

CONTINUING EDUCATION / AMATEUR INTERESTS

Long-form Classes

Woodworking · Music
Theory · Film Editing ·
Motion GFX · Cooking

Intellectual History

Psychology · Economics ·
Technology · Political Thought

Philosophy

Moral · Political · Mind ·
Science · Epistemology

Volunteer Work

Dog walking for the elderly and
infirm · Pro bono work for
arts/community organizations

References Gladly Provided Upon Request