# Chad Augur *Web Applications Professional*

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## Skills

Product Development and Management, Automation, IA, UX, UI Design, Documentation, Analysis & Theory, PMI, Agile, SCRUM, Standards, Production Design, Pre-Press. Apache, mySQL, Postgres, PHP, LAMP, PLAY Framework, HTML(5), CSS(3), CMS, DAM, JavaScript, jQuery, REST, JSON, Adobe CS(x), MAC/UNIX/LINUX, AppleScript, Code Management, SVN, JIRA, GIT, OmniSuite, BaseCamp, MS Project.

## Experience

### Full Stack (mostly front-end) Developer | EAT24 12-2012—5-2013

Worked toward the development of a cloud based application on all layers of the app. Set up and maintained a VM with CENTOS, NGINX, POSTGRES, PHP w/FastCGI, GIT, Beanstalk, DK Realplexor (a cometD like product). Contributed to a large mootools-based javascript layer that leveraged localstore for off-line persistence and synchronization with the App database. Contributed to extending Model, View, and Controller functionality, as well as the client and consumer API layer. Interacted with and created authorization and access schemes based on framework requirements and app demands. Worked to implement the UI layer of the application as modules in order to make best use of common resources and the framework architecture.

Primarily used Mootools, YII, POSTGRES, NGINX, HTML, CSS (Compass w/SASS+Bootstrap), REST, & GIT

### Sr. UI Engineer-Contractor | GE Global Research SAGE 2012

Worked developing and proving the viability of Proof of Concept technologies leveraging Big Data and the Industrial Internet in order to bring more value to GE products. UI Engineers are responsible for the entire web tier connecting to various endpoint sources in a SOA environment.

Primarily used Javascript w/ jQuery, Bootstrap w/ LESS, HTML5, and PLAY in a JAVA-OSGI environment.

### Product Manager/Systems Architect | SolutionSet 2007—2011

The product manager worked with Stakeholders—at all levels—to identify, define, document, and prepare assets for analysis, business and feature requirements, technical specifications, and project reporting. The product manager was responsible for executing User Experience design and User Interface development tasks. Key components for success were an ability to learn and embrace new technologies quickly and an in-depth knowledge of standards and processes for Web & Print. Competencies required in this role were an expertise in Adobe CS products, a solid foundation in AJAX (XML/XHTML/HTML, CSS, JavaScript), an understanding of mySQL, JSON, XML, CSV, and a familiarity with PHP, Apache, Linux, and UNIX.

* Led a team as Product Manager, UX designer, and UI developer for development of a Web Application that increased efficiency of output by as much as 12x per operator in one use case.
* Worked as UX designer and IX/UI developer to create proof of concept apps for adidas and AMEX, meeting corporate accessibility and brand standards using new technologies on short timeframes.

### Associate Production Manager | Haggin Marketing 2005‑—2007

The role of Associate Production Manager provided general leadership for the production team, worked amongst other departments and with vendors to facilitate timely and accurate delivery of projects, and displayed excellent technical abilities in order to support day-to-day production needs. Additionally this role worked to implement, manage, and execute team-wide standards and quality procedures.

* Led production for All-Posters.com and Art.com, and contributed to a 24% increase in margin to plan.
* Saved approximately $100,000 in production costs over the course of one year by implementing scripting (AppleScript and bash) and structured data (CSV and XML) to increase desktop efficiencies.

### Publications Manager | Independent Institute 2004—2005

The Publications Manager supported the Publications Director in scheduling, estimating, buying, and trafficking materials through publishing and production processes—including the selection and coordination of contractors and vendors. The Publications Manager provided in-house design and production services for marketing, advertising, and sales. Additionally, as part of a technical support team, participated in the development, documentation, and implementation of styles and procedures for publications and IT standards.

* Introduced new fulfillment systems that vastly reduced delivery times and cost on key publications.
* Project Manager for the successful launch of www.elindepdent.org.

### Pre-Press Manager | MegaSolutions Corp 2002—2004

The Pre-Press Manager processed files for print and prepared data and templates for variable imaging on HP Indigo presses. Additionally this role interfaced with Fiery Rips, Docutech 6135s and Digimaster 9110s, and a Heidelberg QMDI. The Pre-Press Manager also provided IT support, handling basic network and server management as well as customer service and account management.

* Developed an informational website and marketing materials for the company.
* Successfully reworked company identity updating the brand to reflect modern innovations in print.

### Ad Production Coordinator-Dr. Dobb's | CMP Media 2000—2002

The Production Coordinator for Dr. Dobb’s Journal communicated daily with a sales staff of 13, and worked closely with the editorial department for a prominent technical journal. The responsibilities of this role included production scheduling, file management and preparation, and archival of materials. A key component of this role was database management and generation of monthly financial and performance reporting. Additionally the Production Coordinator obtained quotes, provided pre-press support, worked directly with vendors, and developed procedures to streamline production.

* Achieved 100% on time to press in addition to nearly perfect billing submissions consistently.
* Supported Dr. Dobbs through its first $2 million plus issue.

### Founder and Operations Director | fridayarts llc 1998—Present

fridayarts provides consultation, design, and related services in the areas of information architecture, UX/UI, branding, publishing, and online media. Founding members contribute to the overall vision directing business initiatives, spearheading business development, and executing on work related to a field of specialization. The Operations Director handles administration concerns including development, finance, and IT infrastructure.

* 2011: Worked with partner sales organization to develop and launch a proof of concept “ecosystem” app integrating Social Networking APIs, Google analytics, jQuery, CSS(3), and some HTML(5).
* 2011: Applied fridayarts’ Content Level Analysis IA methodology to complete an IA analysis and recommendations paper for Cypress Semiconductor.
* 2001-Present: Worked with a small music distributor to develop and execute a contract for a project that included branding, identity, and development of a web application to manage marketing needs.

# Certification & Training

## Project Management Professional

83 class hours / 10 years work experience—Working On Cert

## XiNet Advanced Administration & Portal Training

# Education

## College of San Mateo

2001 – 2002 Multimedia Design

## California State University-Chico

1994 – 2000 Completed coursework for BA in Philosophy, Extensive work in Literature & Art