

Christopher Pappas
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Working within Full-Stack Application Development with a focus on JavaScript, UI Engineering and Frontend DevOps

PORTFOLIO

<http://damassi.github.io>
www.github.com/damassi
www.iiiiiiii.co/selectedwork

SKILLS

ES6+ written in the Functional and Object Oriented style; Expert skill-level with React.js and Redux, including ecosystem; Frontend DevOps skills with a focus on Webpack; Experience with Ruby on Rails and Django; Test-driven Development via Mocha, Jasmine and RSpec; Experience with AWS and cloud environments such as Heroku; and much more.

WORK EXPERIENCE

2016 – CURRENT | TIMSHEL – NEW YORK, NEW YORK

Frontend Software Engineer

- Part of a small, tight-knit team responsible for developing a React / Redux-based SaaS application on top of microservices developed for the Hillary Clinton presidential campaign (<https://developer.thegroundwork.com/>)
- Core contributor to our open-source library, Groundwork.js (<https://github.com/thegroundwork/groundwork.js>)
- Implemented large-scale refactors across the entire stack to improve tooling with a focus on performance and optimization around DX (Developer Experience)

2015 – 2015 | TIME INC / POSTLIGHT – NEW YORK, NEW YORK

Lead Software Engineer and Architect

- Lead developer within a team of four responsible for developing Assignment Desk, a digital asset management platform for Time Inc's many publications
- Developed a scalable, full-stack, React.js-based framework, built on top of Redux, Redux Form, React Router and more
- Responsible for initiating process improvements, including the use of Asana

2014 – CURRENT | KINDLING – NEW YORK, NEW YORK

Sr. Developer / UI Engineer

- Lead JavaScript developer on Kindling, a highly complex and international SAAS software application used by many Fortune 500 companies and built on top of Backbone.js and React
- Responsible for modernizing / refactoring the entire application on to 2015 standards. This included:
 - Moving the technology stack off of an antiquated ensemble of uncoordinated shell scripts and onto a Gulp-based build process
 - Implementing a CI/Jenkins-based Unit Testing suite that runs after every commit
 - Refactoring many, many hundreds of files off of Require.js (AMD) and onto CommonJS via Node.js and Webpack, which has allowed for a seamless migration-path onto modern tooling such as ES6 (ECMAScript 2015) and React.js
 - Removing Bower in favor of Node Package Manager (NPM), which unified many disparate areas of the application under a single package manager
 - Restructuring the entire application around a Service Oriented Architecture in an attempt to mitigate “Monolith Creep” as well as position the frontend to better serve our API-centric backend.
- Developed an **@mention** library for TinyMCE, built on top of React.js and Redux. (<https://github.com/damassi/react-tinymce-mention>)
- Initiated and led the process of modernizing / updating Kindling's Product Development feature workflow. This included designing an entirely new

system based around Asana (which replaced a very old Trac-based system), coordinating training, and on-boarding new staff

2014 | AVVO – SEATTLE, WASHINGTON

Software Developer

- Worked on a team responsible for Avvo Advisor, a Ruby on Rails service that instantly connects users to an attorney
- Implemented features surrounding attorney lookup and email, as well as a Twilio gem for phone-based communication
- Worked on interactive editorial features, responsible for client-side JavaScript and animation

2012 – 2014 | POP AGENCY – SEATTLE, WASHINGTON

Sr. Interactive JavaScript / Front-End Developer

- Worked on large-scale (30,000+ LOC) web and mobile applications for companies such as Amazon (Local Register), Microsoft (The New Outlook), Toyota (EShowroom) and Nike (Kiosks)
- One of two core JavaScript developers on Amazon Local Register, responsible for handling all aspects of the customer-facing mobile application and store
- Modernized front-end development workflows by introducing tools such as Node.js, Browserify, Grunt, CSS pre-processors and Git
- Implemented long-term technology initiatives, including setup of a self-hosted GitLab instance aimed at coordinating source-code architectures and fostering collaboration
- Provided extensive thought leadership in all areas through experimentation, research and training

2011 – 2012 | CLICK 3X – NEW YORK, NEW YORK

Sr. Interactive Developer

- Worked within all facets of Interactive Development, from web to desktop to mobile

- Provided thought leadership and training, including extensive research and development
- Coordinated and trained junior team members on a variety of technologies and frameworks

2010 | SHOWTIME NETWORKS – NEW YORK, NEW YORK

Interactive Developer / Designer

- Worked on developing a series of large-scale company-wide initiatives in the field of web and mobile technologies
- Responsible for brainstorming, prototyping, wireframing and design

2006 – 2009 | MOTOROLA GLOBAL – CHICAGO, ILLINOIS

Sr. Interactive Art Director / Developer / Motion-Graphics Designer

- Designed, directed and developed global interactive web marketing campaigns
- Was responsible for directing junior team members on a project-to-project basis in terms of project management, program development for knowledge transfers and design/dev support
- Designed and developed training programs for various business units

REFERENCES

Darren Newton, Frontend Lead / Timshel
darren@v25media.com

Ed Benjamin, Director of Engineering / Time Inc
ed.benjamin@timeinc.com

Jim Nielsen, Lead Designer / Kindling
jimniels@gmail.com