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

PORTFOLIO:

http://damassi.github.io

www.github.com/damassi

www.iiiiiiiiii.co/selectedwork

SKILLS:

ES6+ written in the Functional and Object Oriented style; Node.js; Ruby and
Ruby on Rails; Expert skill-level with React.js and Redux; Backbone.js; Webpack
and Browserify; ActionScript 3; Test-driven Development via Mocha, Jasmine and
RSpec; native iOS development via RubyMotion; GIT and SVN; and much more.

WORK EXPERIENCE:

2015 – CURRENT I TIME INC / POSTLIGHT – NEW YORK, NEW YORK

Lead Developer 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 I 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 (Staff)

- 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 (Staff)

- 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 (Freelance)

- 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 (Staff)

- 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:

Garrett Kalleberg, CTO and Creative Director / Kindling
garrettk@kindlingapp.com