

Christopher Pappas
Seattle, Washington
347.592.4035
damassi.pappas@gmail.com

Working within Development / Mobile / Design / Animation / Motion Graphics / Game
Development and Sound

PORTFOLIO:

www.iiiiiiiiii.co/commercial

www.iiiiiiiiii.co/selectedwork

SKILLS:

Object-oriented JavaScript and CoffeeScript, Node, Ruby and ActionScript 3; Grunt, Handlebars and SASS; Sublime Text; Backbone, Express, Hapi, WordPress and Rails (specifically Locomotive CMS) frameworks; native iOS development via RubyMotion and PhoneGap; GIT and SVN; and much, much more.

Experience with: Objective-C (CocoaTouch Frameworks and InterfaceBuilder (including Storyboarding)), Unity3D, Lua, Audio composition using Ableton Live, and Physical Computing concepts via personal experimentation with Ardurino / OpenFrameworks.

AWARDS:

2012 MediaPost Omma Award Finalist
[Omnicom Media Pulse](#)

2012 FWA People's Choice Shortlist
[Hostess Snackisodes](#)

FWA Site of the Day
[Motorola RAZR2](#)

WebAwards Winner
[1237 West](#)

(Ancient...) FlashKit Site of the Day
[Kimberg.TV](#)

WORK EXPERIENCE:

2012 – CURRENT | 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 Nike, Amazon, Microsoft and Toyota
- Provided extensive thought leadership in all areas through experimentation, research and training
- Modernized front-end development workflows by introducing tools such as Node, Grunt, SASS, Git and TDD
- Implemented long-term technology initiatives, including setup of a self-hosted GitLab instance aimed at coordinating source-code architectures and fostering collaboration

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

2009 – 2010 | VISUAL GOODNESS – NEW YORK, NEW YORK

Interactive Developer / Animator (Freelance)

- Developed, animated and produced Flash websites for a number of high-profile companies such as Canon, Samsung, Digitas and more

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. This included project management, developing programs for knowledge transfers and providing design/dev support
- Designed and developed training programs for various business units

2005 – 2006 | SiITE INTERACTIVE – NEW YORK, NEW YORK

Interactive Designer

- Designed and developed Flash-based websites, demos, training modules and much more for a variety of publishing companies (Hearst Corporation, Condé Nast, etc)
- Interacted with clients extensively in site-planning, wireframing, design, development, execution and updates

REFERENCES:

Micheal Leavitt, Interactive Architect / POP
micheal.leavitt@popagency.com

Ephraim Kehlmann, Director of Production / Click 3X
ephraim@click3x.com