Christopher Pappas
Seattle, Washington
347.592.4035
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Working within Full-Stack Application Development / Mobile / Design / Animation / Motion Graphics / Game Development and Sound

PORTFOLIO:

http://damassi.github.io

www.github.com/damassi

www.iiiiiiiiii.co/selectedwork

SKILLS:

Object-oriented JavaScript, CoffeeScript, Ruby and ActionScript 3; Ruby on Rails and Node.js; React.js and Backbone.js; Test-driven Development via Mocha, Jasmine and RSpec; Gulp, Grunt and Rake; Haml, Handlebars, Sass and Stylus; Static site builders such as Middleman; native iOS development via RubyMotion; GIT and SVN; and much more.

Experience with: Objective-C, 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

WORK EXPERIENCE:

2014 – CURRENT | AVVO **– SEATTLE, WASHINGTON**

Software Developer

- Part of a product team responsible for expanding Avvo Instant, a Ruby on Rails-based system for instantly connecting attorneys directly with clients via SMS and other gateways
- Responsible for developing internal administrative tools for managing each transaction as well as for analytics

2014 – 2014 | WINTR **– SEATTLE, WASHINGTON**

Front-end Developer

- Lead developer on a number of highly visible single-page applications for Coke and Sonic
- Led internal technology initiative to move front-end workflows off of a slower, Ruby-based pipeline and onto Node.js
- Introduced test-driven development into front-end development workflows

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 Nike, Amazon, Microsoft and Toyota
- One of two core JavaScript developers on Amazon Local Register, responsible for handling all aspects of the customer-facing mobile application and store
- 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 in terms of project management, program development for knowledge transfers and design/dev support
- Designed and developed training programs for various business units

2005 – 2006 I 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:

Matt Fordham, Director of Technology / WINTR
matt@wintr.us

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