CHRISTOPHER PAPPAS

Seattle, Washington
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Working within Interactive Design and Development / Mobile / Animation / Motion Graphics / Video Editing / Television / Print / Game Development and Sound!

PORTFOLIO:
Commercial: www.iiiiiiiiii.co/commercial | Personal: www.iiiiiiiiii.co/selectedwork

SKILLS:

Primary: Object-Oriented JavaScript / CoffeeScript, ActionScript 3, Ruby, Backbone.js, Underscore.js, jQuery, Eco Templates and HandleBars, Native iOS development via RubyMotion Objective-C dialect, CSS3, Stylus, Less and Sass, Transit (CSS3 Animation Lib), Ceasar, TweenMax and TweenMax.js, FlashBuilder, FlashDevelop, HTML5, Cross-platform mobile development via PhoneGap, Adobe AIR for Mobile and Desktop, Adobe Shadow, Facebook Graph API, Brightcove, Away3D, Stage3D, GIT, GitHub, BitBucket, SVN and completely comfortable in Terminal while utilizing a Terminal-based workflow daily. Wordpress, Drupal, ExpressionEngine, et al. On the design and animation side: the complete Adobe Suite, including 10+ years of Flash animation experience; also very comfortable in After Effects.

Experience with: iOS development (CocoaTouch Frameworks and InterfaceBuilder (including Storyboarding)), Objective-C, Ruby and Ruby on Rails, PHP and frameworks such as CodeIgniter, Lua, Audio composition using Ableton Live, Physical Computing concepts via personal experimentation with Ardurino / OpenFrameworks and much, much more.

AWARDS:
Contributions to Multiple Click3X Mobile FWA's in 2011-2012 (Man v Food, Geico Brostash, Sailor Jerry)
FWA Peoples Choice Shortlist: Hostess Snackisodes
FWA Site Of The Day: Motorola RAZR2 Website
2008 Web Award Winner: 1237 West Website
(Ancient…) FlashKit Site Of The Day: Kimberg.TV

WORK EXPERIENCE:

2011 - 2012 | CLICK3X / CLICKFIRE MEDIA – 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 Jr. team-members on a variety of technologies and frameworks

2010 – 2010 | SHOWTIME NETWORKS – NEW YORK, NEW YORK
Interactive Developer / Designer (Freelance)

- Working on developing a series of large-scale company wide initiatives in the field of web and mobile technologies
- Responsible for brainstorming, prototyping, wire-framing 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 – NEW YORK, NEW YORK
Sr. Interactive Art-director, Developer and Motion-graphics Designer (Staff)

- Designed, directed and developed global interactive web marketing-campaigns.
- Was responsible for directing Jr. 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 such as The Hearst Corporation and Conde' Nast.
- Extensive client interaction in site-planning, wireframes, design, development, execution and updates.

REFERENCES:
Ephraim Kehlmann, Director of Production, Click 3X | ephraim@click3x.com
Frank Lawlor, Director, Motorola Global Interactive Marketing
frankl@motorola.com