

Christopher Pappas
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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 (including ES6), 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.

WORK EXPERIENCE:

2014 – CURRENT | Kindling – NEW YORK, NEW YORK

Sr. Developer / UI Engineer

- Lead JavaScript developer on Kindling, a highly complex, multi-layered 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.
- 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 onboarding new staff

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 | 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:

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

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

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