

Christopher Pappas  
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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](http://www.github.com/damassi)  
[www.iiiiiiiiii.co/selectedwork](http://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 | 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 | 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

## 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

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  
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