Christopher Pappas  
Seattle, Washington  
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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](http://www.github.com/damassi)

[www.iiiiiiiiii.co/selectedwork](http://www.iiiiiiiiii.co/selectedwork" \t "_blank)

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](http://www.kindlingapp.com/) – 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](http://www.wintr.us/) – 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](http://www.pop.us/" \t "_blank) – 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](http://www.click3x.com/" \t "_blank) – 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](http://www.sho.com/" \t "_blank) – 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](http://www.visualgoodness.com/vg2/" \t "_blank) – 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](http://www.motorola.com/Consumers/US-EN/Home" \t "_blank) – 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](http://siite.com/" \t "_blank) – 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](mailto:micheal.leavitt@gmail.com)