

Adrian Rothschild

adrian@rothmedia.org | 201.446.7324 | San Francisco, CA | [LinkedIn](#) | [Github](#) | [AngelList](#) | [Portfolio](#)

EDUCATION

App Academy

2021 - 2022 | Software Engineering

- Built several full-stack web applications from scratch
- Won team challenge in Rails

General Assembly

2019 | Product Management

- Built roadmap and functional MVP of an original product

Wesleyan University

2008 - 2012 | BA Film Studies

- Graduated with Honors

AWARDS

Kidscreen Award - 2020

Best Game App - Branded

Do Not Touch (Nickelodeon)

Clio Entertainment Award - 2019

Mobile: VR / Augmented Reality

Do Not Touch (Nickelodeon)

LANGUAGES

JavaScript

TypeScript

Ruby

C#

Swift



SKILLS

Front-end, Back-end, Full-Stack Engineering, Product Management, Graphic Design, JavaScript, React, Redux, Ruby, Rails, C#, Node.js, Express.js, Webpack, jQuery, Git, PostgreSQL, MongoDB, Mongoose, TypeScript, HTML, CSS, SQL, RSpec, Flux, Sass, AJAX, Cheerio, AWS S3, JSON, Websockets, Webhooks, Visual Studio, VS Code, Omniture, Google Analytics, Google Apps, JIRA, Confluence, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premiere, Adobe After Effects, Miro, Airtable, Github, AWS, Heroku, Unity, Final Cut Pro, Avid Media Composer, Creative Problem Solving, Leadership, Empathy, Patience, Strategic Thinking, Communication, Critical Reasoning, Inclusivity, Adaptability

PROJECTS

What the GIF?! [live](#) | [github](#)

MERN Stack (MongoDB, Express, React, Node.js), Redux, GIPHY API, Socket.io

- Synchronous multiplayer game using Socket.io to enable real-time gameplay.
- Used the GIPHY API to generate GIF game cards and store player avatars.
- As frontend lead, I designed the site UI and built components for gameplay.
- Optimized development of the redux framework to improve site efficiency.

HikersGuide [live](#) | [github](#)

React, Redux, Ruby on Rails, JavaScript, PostgreSQL, Mapbox API

- A full-stack clone of *AllTrails* with deep functionality, including full user CRUD for trail reviews, trail maps using the Mapbox API, and dynamic search.
- Trails are suggested to the user via the homepage. I wrote an algorithm to display trails on the page, requiring some workarounds for page re-renders.
- Galaxy Mode toggle triggers changes to the entire site UI, and several content easter eggs for fans of *The Hitchhiker's Guide to the Galaxy*.

Capidle [live](#) | [github](#)

React, Redux, Canvas API, GeoDB Cities API, Material UI

- Geography guessing game inspired by Wordle: players guess global cities and see how close they are to a target city. Cities are rendered using Canvas API.
- City info is pulled from the GeoDB Cities API, which gives longitude and latitude for returned cities. I wrote a complex distance function, taking into account the curvature of the earth, to derive the distance from a guessed city to the target.

WORK HISTORY

Paramount (formerly ViacomCBS)

Product Manager, Emerging Products | 2019 – 2021

- Owned multiple product roadmaps across several ViacomCBS brands.
- Planned and executed a multi-platform, international rollout strategy for Nickelodeon's Do Not Touch app, increasing the app user base by 80%.
- Pitched creative and developed proofs-of-concept for new products utilizing AR, computer vision, speech recognition, and other technologies.

Producer, Nickelodeon Sandbox | 2017 – 2019

- Produced and launched three immersive audio games to coincide with the launch of the Echo Dot Kids Edition in 2018.
- Produced original educational HTML5 games for the Noggin subscription app.
- Launched games for Google Home, Alexa, Comcast X1, and other platforms.

Associate Producer, Noggin | 2016 – 2017

- Produced 10 interactive, 22 minute Play-Along Videos of the show *Blaze and the Monster Machines* for the relaunch of the Noggin app in 2017.
- Wrote interactive scripts and gave creative feedback on CG animation, voice records, and software development.

Children's Media Association

Director of Digital Content | Part-Time | 2017 – 2019

- Significantly increased the organization's digital footprint, contributing to membership growth and improved communication between members.
- Directly managed a team of designers, bloggers, and web developers.
- Launched the organization's first livestream event series, CMA Live, featuring children's media legends Craig Bartlett and John Musker.

9Story

Production Coordinator | 2015 – 2016

- Managed voice over records and oversaw asset delivery for the Amazon Kids shows *Wishenpoof* and *Creative Galaxy*.