GREGORY PARRISH

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EDUCATION

UNIVERSITY OF TORONTO
Master of Information, LIS; Graduated June, 2011

NEW YORK UNIVERSITY
Master of Arts: Near Eastern Studies; Graduated September, 2007

BOĞAZIÇI UNIVERSITY, ISTANBUL, TURKEY
Exchange Program: September 2004 – June 2005
Ottoman history and Turkish language

UNIVERSITY OF CINCINNATI
Bachelor of Arts: History; Graduated June 2005

EMPLOYMENT

DAVO TECHNOLOGIES
February 2018 – Present
Full stack web developer: Django, Flask, React, Celery, RabbitMQ, Twilio, MariaDB, JQuery, AWS, CentOS. DAVO provides automated sales tax collection and filing from within popular POS systems like Square and Clover. As senior developer, I have designed and developed a React user portal powered by a Flask API, an automated polling system that bids on and spins up EC2 spot instances based on work load, added SMS/MMS messaging capabilities using Twilio, and expanded functionality for additional POS systems.

CUNY: DOMINICAN STUDIES INSTITUTE
January 2017 – Present
Full stack web developer: Rails, PostgreSQL, NGINX, Passenger, JQuery, Debian. A $100,000 grant from the National Endowment for the Humanities is funding this first online study of the history of Dominican music in the US. The completed site will feature maps, timelines, user submissions, pdf guides, lesson plans and streaming video. Expected to launch in 2019.

NYU: TAMIMENT LIBRARY
October 2014 – August 2015
Web developer: Three Rails sites for multimedia exhibitions from the Tamiment archive: The Estela and Ernesto Bravo Film and Video Collection, Mick Moloney Irish-American Music and Popular Culture Collection, Oral History of the American Left.

ROCK AND ROLL FOREVER FOUNDATION
teachrock.org, rockandrollforever.org
July 2012 – October 2013
Full stack web developer: Django, MySQL, NGINX, gunicorn, JQuery, Debian. Expanded the existing WordPress site to include custom newsletter, survey, and user upload functionality, then rebuilt the entire project from the ground up in Python/Django. Responsible for all aspects of the local network and site servers, email accounts, editing the project's video and audio library, database design and implementation, and troubleshooting with users. I also developed and taught a fair use policy to our content creators, and coordinated workflows between interns, the graphic designer, writers and management.

HARLEN

April 2012 – August 2016

Full stack web developer: Django, PostgreSQL, NGINX, gunicorn, JQuery, Debian. E-commerce site with blog and additional admin apps for inventory, taxes and shipping.

NYU: HISTORY IN THE CLASSROOM PROJECT

July 2010 - December 2016

Web developer: Intermittent freelance web and multimedia work as needed. Use of Steinhardt's CMS to create, edit and and coordinate teaching materials and videos for NYU's series of teacher workshops and history lectures. Additionally, I provided assistance in organizing academic conferences and workshops, incorporating media clips in lectures, editing audio and video, and the design of promotional materials.

TERAKKI VAKFI PRIVATE HIGH SCHOOL, ISTANBUL, TURKEY

August 2008 – June 2009

English Preparatory Teacher: I taught introductory and intermediate levels of English to early secondary school students. I also developed class content: PowerPoint and video presentations, as well as quizzes and exams tailored both to national standards and student need.

UNITED BROADCASTING, NEW YORK

2000 – 2001

Multimedia Coordinator: Designed and built the website for filmmaker Michael Moore during the second season of his Bravo television series, The Awful Truth. Each episode would have at least two stories, each needing its own additional microsite with audio and video clips. Also: research for episodes; prop and set design; office hardware maintenance and repair; and moderation of Mr. Moore's popular message board.

CUNY: AMERICAN SOCIAL HISTORY PROJECT

1998 – 1999

Web Developer: Maintained and expanded the multimedia project History Matters, a website/CD-ROM that offered high school history teachers innovative methods to teach American social history through primary documents.

TECHNOLOGY

OPERATING SYSTEMS

Linux: Desktop and server administration
OS X and Windows: hardware maintenance and repair, desktop software

FRONT END

CSS/3, HTML/5, React, JavaScript, JQuery, media players (Video.js, Flowplayer), responsive design, HAML, Sass/LESS

BACK END

Python, Ruby, PHP, SQL, Apache, AWS, Nginx, GIS, Bash scripting

FRAMEWORKS

Django, Drupal, Flask, Middleman, Omeka, Rails, WordPress

MEDIA EDITING

Photoshop, Illustrator, Premiere, batch processing and compression of audio and video