

## **JOSH POPE**

- FULL STACK WEB DEVELOPER SPECIALIZING IN FRONT-END WEB APPLICATION ARCHITECTURE & DEVELOPMENT

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• Hi, I'm Josh Pope : web developer living and working in Portland, Oregon. With over 10 years experience building full-stack websites, I've learned how to build great websites. I have a bachelor's degree in interactive media development from the Art Institute of Portland. I am passionate about the work I do, and approach every project with enthusiasm. Constantly learning the latest in technology and implementation methodologies, I bring years of experience along with a forward-focused development aesthetic. Whether I am part of a team, leading a team, or working solo, I always strive to make each project the best work I've done to-date.

From scope definition, client communication and technical interpretation, UX design, development, use-case testing, QA and delivery.

**Core Proficiencies** Javascript, jQuery, Ajax, CSS3, HTML5, PHP, WordPress, ExpressionEngine, responsive interface development, PhoneGap, Backbone, NodeJS, IOS app development, UX design, etc

### **•Work History**

#### **[contract] Tech. Direction & Consulting // Juliet Zulu / December 2014 - Current**

At Juliet Zulu, I worked as technical director to manage the development process, and write all code in regards to the new Juliet Zulu website.

#### **[contract] Sr. Front End Developer // Code And Theory / November 2013 - May 2014**

At Code & Theory I worked on a small team to develop the iOS and Android applications for SiriusXM. With modern streaming music such as Spotify, SiriusXM wanted to clearly define their product in the industry as a premium experience. Experience in managing a full stack application development, maintaining near-infinite scalability, clean, efficient and readable object oriented code.

**[contract] Technical Director // Made Official / November 2012 - November 2013** As a startup, I managed the build of the core development team and oversaw the development of the online presence for the company. I handled technical documentation- starting from business requirements, distilling them to tech requirements. & ultimately granulating tech requirements into dev scope planning documents.

**[contract] Senior Interactive Developer // Crisp Media (NYC) / July 2012 - November**

**2012** Here I developed rich interactive iPhone, iPad and Android ads for mobile browsers as well as in-app brand experiences and advertisements. Made very heavy use of Javascript, HTML5, CSS3 as well as Sencha, and have become very aware of mobile technology and capabilities.

**[contract] Senior Front End Developer // 12ozprophet / March 2012 - July 2012**

At 12oz I managed both the maintenance of 12ozprophet.com as well as the development of new features.

**[freelance] Web Developer & Consultant // Incorporated / LLC contract development /**

**2011 - Now** Working as an independent contractor and freelancer focusing on UI development and front-end programming.

**[contract] Contract Senior Interactive developer // Roundarch / June 2011 - February**

**2012** At Roundarch I worked on enterprise scale internal applications for Bloomberg Wealth, as well as boutique showcase micro sites to inform and advertise Bloomberg Wealth enterprise applications.

**[freelance] Senior Front-End Interactive Developer // 12ozProphet / January 2011 - June**

**2011** At 12oz I managed both the maintenance of 12ozprophet.com as well as the development of new features.

**Technical creative // Great Works / January 2010- March 2011** At Great Works I built interactive experiences for large brands including Yves Saint Laurent, Absolut Vodka, Kahlua, Malibu Rum, and others. I leveraged heavy use of Javascript, both core Javascript and libraries including jQuery, Prototype, and Scripplaculous, as well as Flash, PHP and ASP. I worked as technical lead for the development of large projects, utilizing a team of developers working off site working on direction given from myself.

**Interactive Developer // Wieden + Kennedy / June 2009 - October 2009** At W+K I played an integral role in launching the now-famous Old Spice campaign- which was the most successful advertising campaign in Old Spice's history. I also did development for the award winning website for the film Coraline. I worked to activate the Levi's Go Forth campaign in the interactive space, which was a dramatic departure from Levi's brand, utilizing art from the likes of Charles Bukowski to engage and inspire a youthful audience- again, like Old Spice. The work we did was one of the most successful campaigns ever for Levi's.

**Web Developer & Consultant // Freelance Web Developer / 2004- June 2009**

**Flash Web Developer // Instrument / September 2008 - May 2009** Here I worked on various web applications with a heavy focus on Flash AS3 and Javascript application architecture and programming. Clients included Google (chromeexperiments.com). Burton

(burton.com), Bonfire (<http://bonfiresnowboarding.com/>), Smith Optics ([smithoptics.com](http://smithoptics.com)), and many others.

**Lead Interactive Developer // Nemo Design / October 2007 - July 2008** As a lead developer I worked primarily on the HP team, working directly with HP's small web team and IT. to build voodoopc.com and the new defunct hp.comiblackbird - two boutique sites for the first computers that came from the merger between voodoopc and HP.

**Interactive Developer // Nemo Design / November 2006 - November 2007** I was primarily a flash programmer for nikestore.com during this period: Though quickly moved up to lead developer on all HP campaigns.

**Web Developer // Expresscopy.com / December 2005 - November 2005** I helped develop user interface for direct-to-press preflight system - designed to take user submitted files and prepare them for printing on zeikon digital printers. Basically I did a ton of javascript.

**Web Developer // Portland Trail Blazers / 2004 - 2004** This was an intern position where I programmed maintained blazers.com, built flash widgets for blazers.com, and learned how to work quickly and efficiently.

## ■ Education

Art Institute of Portland Interactive Media Development. Web Development. 2001 - 2004  
References Available Upon Request