# **Jason Paul**

I'm a software and product developer by trade and by passion, but also a well-rounded individual who pursues knowledge in a variety of fields and subjects. I'm seeking a position working with high-volume applications with unique technical challenges as well as a chance to contribute in a meaningful way to product direction and strategy. I bring experience with every level of the Internet application stack as well as an engaging personality and eagerness to be very hands-on with all aspects of the process from product design to back-end implementation.

# **Contact**

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# Knowledge

Language	Time
XHTML	9
Java	3
JavaScript	9
Struts	3
PHP	7
XML	9
AJAX	9
MySQL	7
CSS	9
HTML	9
JSON	9
Prototype	3
RSS	9
JSP	3
Android	5
DOM	7
WordPress	5
YUI	3
jQuery	9
Subversion	3
Photoshop	9
TinyMCE	5
HTML5	5
CSS3	5
C#	3
Python	4
MVC	5
RoR	3

### Language Time

Haml 3 Sass 3 React 1 Angular 1

#### **URLs**

- naughtydog.com
- unchartedthegame.com
- thelastofus.com
- carlsjr.com
- hardees.com
- eonline.com
- fearnet.com
- mystyle.com
- g4tv.com

# Experience

## **Naughty Dog**

- Held weekly meetings discussing development web trends/best practices as well as tasks (pseudo Scrum) with Direction of Communications and Lead Designer
- Transitioned studio site from physical box site to proprietary eco-cloud solution which included autoscaling for a responsive and scalable production hosting environment.
- Complete redesign of front-end site and back-end tools for naughtydog.com CraftCMS
- Contributed to RFP, selected third-party vendor, lead third-party development team and took on development of <u>unchartedthegame.com</u> WordPress
- Contributed to RFP, selected third-party vendor, lead third-party development team and took on development of <a href="mailto:thelastofus.com">thelastofus.com</a> Static
- Client and backend developer of Uncharted 3 multiplayer game stats (PHP). Worked with game team to create multiplayer game stats JSON API, showing user data throughout their game play history. Lead design in stats visualization and UX. deprecated
- Created network of brand micro sites to further the meta story of the main The Last of Us story
- Social Media tools integration: Facebook, Twitter, etc
- Analytic setup, research, and reports: Google Anayltics, Omniture, Custom PHP A/B testing
- Tools development for various teams: assisted in creation and development of internal tools
- Shipped:
  - Uncharted 3: Drake's Deception (PS3)
  - The Last of Us (PS3)
  - The Last of Us Remastered (PS4)
  - Uncharted: The Nathan Drake Collection (PS4)

#### 72andSunny

- Held weekly meetings discussing development trends/best practices with developers
- Frontend developer of high traffic micro sites
- Lead Frontend developer on Carls Jr and Hardees redesign
- Maintain frontend updates to current CKE websites (Carls Jr, Hardees)
- Maintained and updated CKE facebook pages and apps
- Maintained and updated 2ksports facebook page and MLB online updates

#### **Comcast Entertainment Group**

#### G4TV - E! Online - Style Network

- Lead for frontend (X)HTML/CSS/JavaScript solutions adhering to W3C standards and semantic web principles
- Developer for many social integration projects for CEG (celebritweet)
- Held monthly meetings discussing frontend development trends/best practices with developers and engineers
- Developed JavaScript/AJAX-heavy tools for custom CMS
- Frontend development of initial MyStyle site launch (Aug. 2007)
- Lead developer for all E! Online content: site-wide architecture, many redesigns (front door, navigation, photo galleries)

#### Education

### Ohio State University - 2007

Communication Technology

# Interests/Activites

- 2004 NCAA National Fencing Champion
- US National Fencing Team Member
- Basketball
- Motorsports Racing
- Badminton
- Soccer
- Photography