

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

jp555soul@gmail.com

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

HamI	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 Director 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 unchartedthegame.com - WordPress
- Contributed to RFP, selected third-party vendor, lead third-party development team and took on development of thelastofus.com - 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 Analytics, 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