

# OREN PANITCH

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CEO and Software Engineer with knowledge of applied information theory, including optimizing lossless compression schema of both the length-limited and adaptive variants.

## PROGRAMMING KNOWLEDGE

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- JS / ES6
- React / Redux
- Enzyme / Jest
- AJAX / JQuery
- Typescript
- HTML5 / CSS3
- Tailwind / SASS / LESS
- Gulp / Node.js / npm
- Git / Bash
- XML / XAML / YAML
- JSON
- JAVA (JSP / JSTL)

## WORK EXPERIENCE

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**UI Engineer IV**

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**June 2018 to December 2020**

**Comcast - xFi Philadelphia, PA**

As a contracted member of Comcast's xFi Team, I had the privilege of working on Syndicating one of the flagship Xfinity App offerings. Originally built on the Polymer framework and a Redux architecture, Comcast had around 1 million installed users at the time I started. Using a combination of build processes involving Webpack, gulp, and Node, I helped create an assets library and architecture to support multiple Syndication Partners. Once the assets were prepared, I helped configure our Jenkins pipeline using YAML mortal files to run all our build steps and tests, and then publish to an OpenCloud instance. The build process accepts a variable to designate which assets and themes to use, enabling Comcast's xFi platform to run in 4 different countries, 4 languages, and 22 million more potential users. After the second official partner launch, the team was reassigned and became the Coverage Team, which oversaw pre-mesh Self-service WiFi and the React Migration. I used Polymer 1, React, Redux, and Webpack to re-architect the xFi project and lay the proper pattern foundations. After the Self WiFi work was completed, I was assigned to the Web Infrastructure team, where I used React, Typescript, Tailwind, and our Webpack config to continue implementing the React migration and architecture-level updates to our Dev Tools. Once Polymer became a fallback framework, we were able to optimize our load bundles and assets. This, along with Tailwind and strict implementation of Typing, reduced load-time from initial request to ready by 10 seconds on our heaviest page. Working on this team allowed me to grow my code knowledge, understand the far-reaching implications of project architecture, and take the lead on implementing critical tools needed to develop a modern web application. <http://internet.xfinity.com/>

**UI Engineer III**

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**June 2016 to May 2018**

**Comcast Business - My Account Philadelphia, PA**

As a contractor, I joined the Comcast Business team through Comcast's Front-end Development (FED) department. As a member of FED, I helped to drive innovation and modern standards in User Interface (UI) development on top of the regular project work of the Comcast Business department to which I was assigned. About a year later, the FED department was split up and I assumed a leading role in the Legacy My Account application UI and Site Unification effort. We used a Microsoft stack of .Net / Razor backend, Sitecore content management system (CMS), and a Node.js / Gulp / SASS driven Front End using KnockoutJS for dynamic UI changes and Pattern Lab for templating. After the Site Unification ReArch project, I was assigned to another team to accrue experience using a React / Redux using JavaScript (JS) ES6 workflow that was going to be the standard for all new projects. Working in a modern and well-structured environment allowed me to learn better JS coding conventions, modular/componentized architecture and pattern development, and debugging methods. <http://business.comcast.com/myaccount/>

**Team Lead, Front-End UX Development**

**June 2013 to April 2016**

**True Action/eBay Enterprise King of Prussia, PA**

As a contractor, I joined the Comcast Business team through Comcast's Front-end Development (FED) department. As a member of FED, I helped to drive innovation and modern standards in User Interface (UI) development on top of the regular project work of the Comcast Business department to which I was assigned. About a year later, the FED department was split up and I assumed a leading role in the Legacy My Account application UI and Site Unification effort. We used a Microsoft stack of .Net / Razor backend, Sitecore content management system (CMS), and a Node.js / Gulp / SASS driven Front End using KnockoutJS for dynamic UI changes and Pattern Lab for templating. After the Site Unification ReArch project, I was assigned to another team to accrue experience using a React / Redux using JavaScript (JS) ES6 workflow that was going to be the standard for all new projects. Working in a modern and well-structured environment allowed me to learn better JS coding conventions, modular/componentized architecture and pattern development, and debugging methods. <http://business.comcast.com/myaccount/>

**Web Developer**

**July 2011 to May 2013**

**The Brownstein Group Philadelphia, PA**

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## **HONORS & AWARDS**

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- IKEA Interactive Seasonal Catalog – WEBBY Award Honoree
- IKEA Interactive Seasonal Catalog (Consumer - Products), Gold ADDY Award, March 2013
- IKEA Easy to Assemble Website (Consumer - Outlets), Silver ADDY Award, March 2013
- IKEA New Movers Microsite - Products, Gold ADDY Award, March 2013

## **EDUCATION**

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Drexel University, Philadelphia, PA Bachelor of Science, 2011 Digital Media – Concentration in Web Design

## **HOBBIES**

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- Digital Photography
- Web Design
- Recreational Softball
- Hockey
- Film / Digital Video Production
- Blogging
- Live Music
- Traveling