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Portfolio: paulfliora.github.io/Portfolio

Paul Fliora

WORK EXPERIENCE:

O2KL

2017 – Present

Creative & Web Developer

Designed advertising & marketing media graphics in conjunction with art directors.

Advised and wire framed user experience design for client website adhering to existing company guidelines, branding, and frameworks.

Web Development: Created advertising media such as HTML5 animated banners for use in automated campaign services. Coded responsive email campaigns using quality check tools ensuring approval across as many email clients as possible. Built web apps including simple games written in React.

OXBRIDGE ACADEMIC PROGRAMS

2011 – 2017

Project Coordinator and Data Specialist

Communicated with internal teams, clients, and development & printing service providers covering project progress, status, and potential issues. Executed marketing campaigns; e-mail, print media, Facebook ads, Google Adwords.

Coordinated registration, licensing, and safety planning with university departments and the NY State Dept. of Health.

Oversaw budget management, student supervision, scheduling/booking travel and events, & faculty support.

Photographed for marketing brochures and website, provided general Office IT needs, and maintained blog & website.

Supervised 50 faculty and staff in New York City and Salamanca, Spain.

Reduced spending and labor hours through incorporating new methods and technology.

Stabilized a new academic program through its first years of development & adapted its structure to fit NYC.

WEB DEVELOPMENT PROJECTS:

STOREY

React-Redux, Firebase, IBM Watson API. github.com/paulfliora/Storey

A book writer's webapp to write in a distraction free environment, but also use powerful tools like emotional analysis and voice dictation writing.

INSTAGRAM CLONE

SQLite, Firebase Storage. github.com/paulfliora/InstaClone

User registration & authentication, user browsing, following, personal feed.

This was a group project to learn collaborative development.

PEW-PEW, SPACE SHOOTER GAME

Unity, C#. github.com/paulfliora/PewPew

A space shooter game built to further understand resource costs and completed event handling. Deployed via WebGL player.

SKILLS:

ADOBE CREATIVE SUITE

Photoshop, InDesign, Illustrator, DreamWeaver, Premiere Pro, Audition

WEB DEVELOPMENT

HTML, CSS, Javascript, ES6, Node.js, SQL, Restful APIs, Firebase, React, Redux, Unity

OFFICE IT EXPERIENCE

FLUENT IN SPANISH

EDUCATION:

NEW YORK CODE & DESIGN ACADEMY

2017

Full Stack Web Developer Intensive

BRANDIES UNIVERSITY

2005 – 2009

Major: Psychology Minor: Business/ Theater:Acting ; Dr. Martin Luther King Jr. Scholar