

Paul M. Graffam

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Professional Profile

- 6+ years of experience in programming and 3 years in agency environment.
- Self-motivated and detail orientated with strong ability to multitask.
- Responsible, honest and reliable.
- Eager to meet challenges and quickly assimilate newest technologies, skills, concepts, and ideas.
- Ability to work collaboratively with colleagues across disciplines. Enthusiastic, positive attitude and self-starter.
- Superior computer skills. Proficiency with several applications as well as hand coding with a variety of IDEs. Highly capable with either PC or Mac.
- Creative troubleshooter/problem-solver who works hard and loves a challenge.
- Bilingual: fluent in English and Spanish.

Skills

Front End	Back End	Other
<ul style="list-style-type: none">• XHTML & HTML5• CSS3 & CSS4 (postCSS)• Javascript (ES5 & ES6)• jQuery/jQuery UI• LESS & SASS• Grunt/Gulp/Browserify• React/Angular• Bower/npm• Bootstrap/Foundation• Handlebars/Moustache• Jade/HAML• Websockets	<ul style="list-style-type: none">• PHP• Python• SQL• noSQL (mongoDB)• VB/C# .NET• XML & XSL• Apache/Google App Engine• Heroku/Firebase• Node/Express• CMS (Concrete5, Drupal, ModX, Sharepoint, Wordpress)• Social APIs	<ul style="list-style-type: none">• Windows• Mac• Linux• Adobe CS• Visual Studio• Sublime Text• PHPStorm• Git/SVN• SQL server• Unity3D• Bash/SH

Work Experience

Technologist for *Big Spaceship* - Dumbo, NY

Aug '12 – Jul '15

- Collaborated with designers, strategists, analysts, and other developers to create compelling campaigns, platforms, and services.
- Made several sites and/or apps for clients and launched. Some clients include: **Google, Paramount Pictures, Samsung, Teleflora, Axe, Finish Line, Materne.**

Paul Graffam Resume

- Developed an interactive promotional site for Interstellar using latest WebGL within a very tight deadline and while managing many clients and other developers.
- Shaped clients' brands through concepting and technology. Was involved in the pitch process frequently to attract new work.
- Worked together with a team of developers. Used Github for code sharing and participated in weekly meetings, challenges and hackathons.
- Drove innovation in both the clients' and Big Spaceship's systems, processes, and technology stacks. Implemented a dev blog, unit testing and side projects.
- Tracked industry trends and found opportunities to apply them to the work.
- Mentored and trained junior developers and assisted others in the department.
- Travelled and presented to clients. For instance, went to a client's headquarters to instruct on a prototype we built and to teach about Backbone.js.

Full Stack Developer for *The FCI* - Soho, NY.

Mar '10 – Feb '12

- Set up several classes with a custom version of Moodle, a course management system, in order to modernize the workload.
- Learned (self-taught) Visual Basic, the .Net framework, and SQL.
- Resolved all issues involving CAMPUS, our student database manager.
- Worked with the VP of IT on several extensive projects to create or update websites as well as develop new web applications.
- Made a unique video player in Flash using Actionscript 3 and then converted it into an HTML5 player for mobile devices..
- Trained and supervised fellow programmers.
- Created a custom CMS for the in-house videos using XML with XSL and ASP.
- Converted all previous web applications to function properly with both a new CMS and the integration of a California campus.
- Created an online student application site built on VB .Net and SQL and hosted on SSL. Set up to accept payments and integrated with the student database.

Creative Director for *Victory2Multimedia* - Midtown, NY.

Nov '08 – Mar '10

- Creatively directed, designed and strategized all the company's design projects.
- Acted as main liaison with the CEO and trained/supervised several interns and graphic design colleagues.
- Managed the flow of artwork with the in-house department along with outside agencies.
- Designed fliers, banners, business cards, and logos and sent them to print.
- Worked cooperatively to design, develop and host several clients' websites as well as an affiliated non-profit website.
- Maintained and updated the various main company websites.
- Implemented a new image gallery that completely improved upon the experience.

Freelance *paulGraffix* - NYC, NY.

Intermittently '08 – '13

- *New York Cares* – Volunteer work.

Paul Graffam Resume

- *Wyoming Channel* – Worked as an Assistant Editor. Learned how to use Final Cut Pro on a Mac and carried out media digitization and setup.
- *Film Director Joshua Weinstein* – Designed and coded the website for the documentary, “Flying on One Engine”, and his portfolio: weinsteinfilm.com.
- Other websites – gblawpr.com, renewenergygo.com, crf.org, djwreck.com

Office Assistant at *JG&L Law Offices* - Puerto Rico.

Summers '02 – '07

- Performed a variety of admin duties involving data entry and paralegal work.
- Supervised the library and filing room.
- Updated and maintained the legal website.

Education

Boston University

Bachelors of Arts

Class of 2007

Hobbies

Running, graphic design, game dev, muay thai, guitar, music production.

References available upon request.