

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

## 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.**

- 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.
- Won several awards for sites: Webby Winner, IAB Gold Award, FWA site of the day.

**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 to manage and display thousands of photos.

**Freelance** *paulGraffix* - NYC, NY.

Intermittently '08 – '13

- *New York Cares* – Volunteer work.
- *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](http://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.*