Dave Paul

Director, Front-End Development

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SUMMARY

Veteran Web developer with experience building consumer-facing websites and applications with an emphasis on writing reusable code, maintainable, scalable systems and utilizing frameworks. I enjoy creating well-designed web experiences with a user-centric and mobile-first approach.

EXPERIENCE

Showtime Networks, NYC — *Director, Front-End Development*

November 2012 - Present

- Build new features and components, tools and web applications to support sho.com, the primary marketing site for Showtime, a premium television network.
- Architect and chief maintainer of the sho.com "Order-Tray" a public facing single-page-app that serves as the initial experience in the acquisition funnel, allowing a user to compare the product offering across different platforms and price points.
- Lead a small team of Front-End Developers, providing mentorship, performing code reviews and encouraging coding standards and best practices.
- Served as lead Front-end developer on several redesign/rebuilds of the site, the most recent iteration still in production today makes heavy use of BEM and a modular, component-based architecture, backed by an HTML5 Living Style Guide.
- Evangelize modern techniques and best-practices internally and throughout the larger group.
- Pushed for adoption of TDD/BDD and placing a premium on testing.
- Collaborate with Editorial, Design, and Engineering teams on all aspects of the site including A/B tests.
- Approach everything with an emphasis on reuse, scalability and long shelf-life.

Showtime Networks, NYC — *Senior Front-End Developer*

September 2009 - November 2012

- Lead Developer on redesign of sho.com, the primary marketing site.
- Designed and implemented an integration with BunchBall, a vendor providing a social and gamification layer via a JavaScript API.

LANGUAGES

CSS3
ES6/ES2015
HTML5
JavaScript
PHP
Ruby
Sass/SCSS

FRAMEWORKS

Angular
Backbone
Bootstrap
Bourbon/Neat
Cucumber
Express
Jest
jQuery
LoDash/Underscore
Mustache/Handlebars
React, React Native
Redux
Ruby on Rails

SOFTWARE/TOOLS

Adobe Creative Suite
Atom
Brightcove Studio
Babel
Git
MongoDB
Microsoft Office
Microsoft Visual Studio
Node
NPM
Optimizely
Slack

Showtime Networks, NYC — *Front-End Developer*

January 2007 - August 2009

- Lead Developer on sho.com Sports site redesign, a hybrid Flash/HTML5 implementation that treated the presentation layer as an interactive skin decorating a crawlable, semantic skeleton. (*Flash as Progressive Enhancement*)

Showtime Networks, NYC — *Junior Designer*

October 2006 - December 2006

- Designed and produced Flash banners, images & other visual assets for sho.com, the primary marketing site for Showtime, a premium cable channel.

Columbia University, NYC — *Front-End Developer*

June 2005 - September 2006

- Served as Front-End Developer at Columbia's in-house digital agency, building sites for various academic groups and departments.
- Lead effort to migrate static, vintage websites to dynamic platforms/tech stacks

Freelance, NYC — *Web Developer / Web & Print Designer*

2003- 2010

- Designed and built websites, ecommerce platforms and content management systems for a diverse clientele, including: musicians, artists, photographers, fashion designers, an outdoor advertisement/sign painting shop, record labels, an art gallery in Oslo and an artists' collective.
- Art-directed, designed and performed pre-production on Vinyl/CD packaging for Change Agent, Sound-iNK, WhateverWeWant, and Warp record labels.

WeAreChangeAgent, NYC — *Designer, Visual Artist, DJ*

2001-2005

- Founding member of a multi-disciplinary crew of street/graffiti artists, electronic musicians and designers (feat. Moscö, Swoon and Team Shadetek)
- Produced bespoke, limited-edition packaging design for a vinyl-only release in which each sleeve was uniquely distressed, altered and customized, resulting in 150 one-of-a-kind collectable products.

EDUCATION

The New School, NYC

Bachelor's Degree and TOEFL certificate received May 2001

Studied Liberal Arts and Teaching English as a Foriegn Language.

Sketch
SVN
Terminal/Bash
TextMate
Webpack

METHODOLOGIES

A/B Testing
BEM
BDD/TDD
Component Library
Git Flow
Living StyleGuide
OOP
Mobile-first Design
Responsive Design
Software Design Patterns
UI Patterns