Paul Naylor

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1995 Onyx Alley, Eugene

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Experience

Web Application Developer

2/2013 - 5/2017

Lunar Logic Eugene, OR

- Developed new features, updates, and systems in a huge, highly interconnected, proprietary central CMS serving our biggest client, an international education technology company
- Covered full stack development with JavaScript, Java, Node, Angular, and XQuery
- Worked with a globally distributed team utilizing Scrum agile framework
- Trained new developers in our project and technologies, and assisted with troubleshooting

Web Application Developer

6/2011 - 10/2012

Educational Policy Improvement Center

Eugene, OR

- Worked on several web apps serving the College Board and school districts across the nation
- Back end development in LAMP stack with the Zend Framework across huge SVN code base
- Front end development with JavaScript, jQuery, AJAX, HTML, and CSS

Web Developer

6/2011 - 6/2012

University of Oregon, Center on Teaching and Learning

Eugene, OR

- Updated website at ctl.uoregon.edu, adding custom JavaScript and PHP components for Drupal
- Prototyped a mobile app demo interfacing with a web database
- Implemented automated unit test scripts for web tools using Selenium

Tech Librarian 7/2005 - 10/2007

University of Oregon, Computing Center Library

Eugene, OR

- Helped patrons access library resources and answer computing and software questions
- Assisted in curation of the latest computing technology books, publications, and software

Scripting Intern

3/2004 - 6/2004

Buzz Monkey Software

Eugene, OR

- Learned the Maya Embedded Language to develop custom tools and scripts for the art team
- Collaborated with artists to simplify and enhance their workflow in Maya

Education

University of Oregon

B.S. Computer and Information Science

2015

- Academic focus on web, software, and simulation development
- 3.8 GPA in computer science courses, 3.14 overall

Objective: Apply my skills innovatively to interesting problems stimulating continuous learning.