# **Paul Naylor**

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423 Monroe St | Eugene, OR 97402

Specialties JavaScript	PHP	HTML5	C/C++	Python	WebGL
Skilled With					
SQL	CSS	JQuery	AJAX	ActionScript	Java
OpenGL ES	JSON	Zend	Drupal	Jira	SVN
Visual Studio	Eclipse	Unity	Windows	Linux	Mac

#### **Experience**

#### Web Application Developer

6/2011 - 10/2012

**Educational Policy Improvement Center** 

Eugene, OR

- Worked on several web apps for school districts across the nation and the College Board
- Implemented new web tools, interfacing with large databases, and upgraded existing tools
- Worked in large code bases, with thousands of source files and millions of lines of code

Intern Developer7/2012 - 10/2012Mad Otter GamesEugene, OR

- Revamped and updated the company's WordPress website and Facebook pages
- Worked on updating a previously released game in Torque3D

**Web Developer** 6/2011 - 6/2012

University of Oregon, Center on Teaching and Learning

Eugene, OR

- Helped manage department's web presence and administration with the Drupal CMS
- Developed a web database and interface for a prototype iOS application

**Librarian** 7/2005 - 10/2007

University of Oregon, Computing Center Library

Eugene, OR

Distributed programming and computing books, publications, and software

Intern Programmer3/2004 - 6/2004Buzz Monkey SoftwareEugene, OR

- Developed scripts and tools with the Maya Embedded Language
- Collaborated with artists to simplify and enhance their work in Maya

**Web Developer** 2/2004 - 6/2004

University of Oregon, Institute for a Sustainable Environment Eugene, OR

Designed and developed department's web site with HTML, CSS, and JavaScript

**Education University of Oregon** B.S. Computer Science Graduating 2013

- Academic focus on web, software, and simulation development
- Deep science and liberal arts education including physics, mathematics, and Asian studies