

Paul Woidke
Web / .NET / UX Developer

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Professional Summary

Paul Woidke has experience in software development with a strong focus on web and mobile development. He is experienced in developing applications using technologies including C#, SQL, and ASP.NET, as well as various web technologies including HTML5, CSS3, and Javascript. Paul graduated with honors from Bowling Green State University and received a Bachelor's of Art in Computer Science and a Bachelor's of Fine Art in Digital Arts. He has worked as a student volunteer at ACM SIGGRAPH conference, and was a member of Kappa Kappa Psi, National Honorary Band Fraternity.

Education Summary

Bachelor of Arts, *Computer Science*
Bachelor of Fine Arts, *Digital Art*

Bowling Green State University
Graduated May 2012

Graduated with Honors

Technical Summary

Certifications: MCS D 70-480: Programming in HTML5 with JavaScript and CSS3
MCTS 70-515: Web Applications Development with Microsoft .NET Framework 4

Languages: HTML5, CSS3, JavaScript, jQuery, LESS/SASS, PHP, XML, Objective-C, C++, C#, SQL, SQLite, MySQL, LINQ, XAML

Technologies: **Web:** Responsive web design, CSS preprocessors including LESS and SASS, Javascript tools including jQuery, jQuery UI and Underscore.js, Content management systems including Telerik Sitefinity and Kentico CMS, Twitter Bootstrap, JetBrains WebStorm

Design: UI/UX design and prototyping, Formal training in art and design, Adobe Creative Suite, 3D modeling and animation using Autodesk Maya, Video production using Adobe Premiere and Final Cut Studio, Virtual environment development using Unity 3D and Second Life

Development: Microsoft Visual Studio, ASP.NET, MVC, AJAX, Multitiered application development, Apple Xcode, Agile and Test-Driven Development, Regular Expressions, Source control applications including Subversion, Team Foundations Server and Git

Front End Web Developer

***L Brands, Victoria's Secret Direct
April 2014 – Present***

Worked as part of a team to add various enhancements to enterprise site in an Agile environment. Wrote and maintained unit tests using Jasmine and Karma. Created various modules, including the creation of all SCSS and Javascript assets. Worked with creative and QA teams to ensure correct site functionality and appearance. Developed new functionality using module-service pattern with a custom MVC Javascript framework.

Web Developer

***Fine Citizens
February 2014 – March 2014***

Worked with designers at Fine Citizens to create a responsive microsite for the Columbus Zoo's Africa Region (<http://heartofafrica.columbuszoo.org>). This projects made use of HTML5, CSS3, Javascript, and Sitefinity, as well as custom .NET controls. The project responsibilities included:

- Creation of fully-responsive website for Africa Region
- CSS3 and scroll-based animations and interactions
- Graceful fallbacks for older browsers and mobile devices
- Creation of custom web controls using C#.NET
- Deployment of site content in Sitefinity
- Testing to ensure performance, functionality, and stability on multiple platforms and devices

Developer, Sitefinity Team

***NiSource
July 2013 – December 2013***

Worked as part of a team to migrate, create, and extend various modules and pages using Telerik Sitefinity for NiSource Inc. and its subsidiaries. Worked with ASP.NET, C#, SQL, and various web technologies including HTML, CSS, Javascript (including jQuery and jQuery UI) to migrate site content to a new platform and visual design. Created new page layouts, controls, and styles to maintain a consistent visual identity and branding across NiSource sites. The project responsibilities included:

- Creation of new features and enhancements for enterprise web sites
- Migration of old site content to new design and creation of assets for use in new site
- Application debugging and documentation of problems and solutions
- Gathering user feedback to improve control UIs, styling, and functionality
- Testing to ensure functionality and stability
- Research of possible future improvements including build process updates and CSS preprocessors

Developer

***HMB eGrants
November 2012 – February 2013***

Worked as part of a team to create, maintain and enhance educational grants management software for various state departments of education. Paul worked with ASP.NET, C#, SQL, and various web technologies including HTML, CSS and Javascript to add value to new and existing applications. The project responsibilities included:

- Creation of new features and enhancements
- Testing to ensure functionality and stability
- Managing and working with SQL databases to ensure proper functionality
- Modifying various page styles and functionality to ensure correct page presentation
- Creation of documents and signage for use by team for training and publicity

Web Developer

***Ohio Attorney General's Office
June 2012 – September 2012***

Worked as part of a team charged with migrating the website of the Ohio Attorney General to a new design. Paul worked with Kentico Web CMS, ASP.NET, HTML, CSS, Javascript, and jQuery to create a functional website to specifications. The project responsibilities included:

- Migration of site content to new design
- Extensive testing to ensure site functionality and stability
- Documenting development and system architecture for use by Attorney General's Office staff

Mobile Application Developer

***Agile Software Factory, BGSU
Oct 2011 – May 2012***

Paul worked as part of a team of 4 developers to create mobile applications for iOS and Android using Eclipse, Xcode and several external libraries and frameworks. As part of this team, Paul worked in an Agile development environment to create an iOS app which displayed a map of the BGSU campus and provided information about various locations, including facilities and directions. This project also included the creation of a database for use in processing location information. The project responsibilities included:

- Creation of a map application for iOS for use by the students, faculty and visitors of BGSU. Basic interaction design, prototyping, testing
- The design of various UI elements including icons, buttons, and splash screens
- Populating a database of location data and pulling data from this database to populate maps, lists, informational pages and for use with geolocation services

Virtual Environment Developer

***BGSU School of Art
Apr 2010 – May 2012***

Paul worked as a member of the Virtual Campus team at BGSU where he modeled objects and environments using Maya, Unity 3D, and within Second Life. Responsibilities included:

- Creation of various objects, structures and environments in Second Life and Unity 3D, including virtual art galleries, building and campus tours, and virtual meeting places and venues
- Creating video documentation of various events and assets
- Researching new technologies for use by the BGSU Virtual Campus team
- Presentation of projects and technology for various organizations and personnel