

INTRODUCTION

Entrepreneurial, cross-disciplinary web developer with eye for design, feel for UX, and concern for performance. Excited to work on quality products with harmonious teams.

EXPERIENCE

■ **Web Developer, Spotify** New York · Apr 2017 – Present

- Work on the audience analytics platform in a small autonomous cross-functional team
- Integrate insights, perform analysis, and visualize data from large datasets

■ **Senior Front-End Web Developer, GoWatchIt** New York · Dec 2013 – Apr 2017

- Early engineer/designer at Series A Film and TV startup, bridging sophisticated engineering with UX.
- Products served millions of times a month on major studio properties (Universal, Sony, Paramount, FOX) and large content sites (NYTimes, BuzzFeed, Entertainment Weekly).
- Establishing product-centric design culture by hiring and training new developers for each core project as company rapidly grows.
- Threading the needle by accommodating idiosyncratic legal and client constraints with polish and performance.
- Architected, designed, engineered, and spearheaded *three keystone projects*, leading to fundraising rounds and company growth:

Superwidget (Javascript)

Led team of two in writing a pioneering API-backed embeddable SDK and theming engine for film releases, TV programming, and advertising campaigns.

GoWatchIt.com (React/Rails)

Directed redesign of the existing outdated website through managing stakeholders, freelancers, and team members (launched Q1 2016).

GoWatchIt 360 (Ember)

CMS and analytics for film and TV studios. Real-time analytics, custom reporting, visual asset creation, and theming (Google Analytics for TV/Film releases).

■ **Front-End Web Developer, Universum Global** New York · Jan 2013 – Nov 2013

- Founding Javascript developer at innovation lab inside multinational market research corporation.
- Led design and development of multiple Rails/Node.js apps reaching 500,000 university students worldwide.
- Functioned in various roles beyond job title including product manager.
- Created company-wide branding concept approved by executive team in Stockholm, Sweden.

■ **Campus Director**, *The Flatiron School*

New York · Oct 2012 - Jan 2013

- Founding employee at successful programming bootcamp aimed at college graduates with three big roles:
- Head of Admissions: Interviewed and managed pipeline with hundreds of applicants.
- Head of Employer Outreach: Established employer hiring program, planned job fairs, and recruited dozens of tech companies to hire new grads.
- Head of Marketing: Created school's brand, organized semester events, produced media assets, and created all pitch decks.

■ **Consultant**, *Freelance*

New York/Atlanta · 2011 – 2012

- Hired by software companies and ad agencies to provide design, development, and strategic improvements.
- Deliverables included wireframes, prototypes, Photoshop, presentations, and live production code.
- Clients included Anomaly, DueProps, Classmates, Pigeon, E-Myth, C Wonder, DiMassimo Goldstein.

■ **Creative (Intern)**, *Anomaly Partners*

New York · 2011

- Developed interactive and video experiences for Budweiser, Converse, Captain Morgan, and agency-side *special projects* at prestigious advertising and design agency
- Created CEO-approved concepts for interactive Track Your Bud bottle and Converse Shoeboxx.

EDUCATION

Emory University (2009)

Psychology – 3.65/4.0

Concentrations in philosophy, music, and neuroscience.

The Creative Circus (2011)

Interactive Design/Copywriting

Created brand campaigns in creative & tech teams at leading ad school.

IES Study Abroad (2008)

Vienna, Austria

Travelled throughout Western and Eastern Europe.

SKILLS

Development

JavaScript · React.js · Redux · Ruby/Rails · Webpack · Firebase

Design

HTML/SCSS · UX · Mobile · Sketch · Wireframing

Advertising/Marketing

Art Direction · Branding · Copywriting · Analytics

Tools/Workflows

Git · Github · Agile · Scrum · Kanban · Style Guides · JIRA

ACCOMPLISHMENTS

BreedBreakdown.com

In one weekend, built app that accrued 1.5 million unique visitors with no advertising.

Awards

Vann Scholarship for academics & philanthropy; Three consecutive *Class Scholarships*; *Dean's List*.

CONTINUING EDUCATION / AMATEUR INTERESTS

Long-form Classes

Woodworking · Music
Theory · Film Editing ·
Motion GFX · Cooking

Intellectual History

Psychology · Economics ·
Technology · Political Thought

Philosophy

Moral · Political · Mind ·
Science · Epistemology

Volunteer Work

Dog walking for the
elderly · Pro bono work
for community orgs

References Gladly Provided Upon Request