

## professional experience

DISNEY INTERACTIVE, Glendale, CA

### Lead Software Engineer Jan 2016 – present

- Promoted out-of-cycle to lead a new interactive content team, including hiring and managing additional team members
- Specialize in using CSS3, JavaScript, and HTML5 canvas animations to create interactive experiences ranging from whimsical micro-interactions to more complex mini-games and activities (built as lightweight gulp web-apps, optionally with Phaser)
- Co-designed and built two HTML5 mini-games as part of a \$1M co-sponsorship deal
- Built homepage takeovers for the opening weekends of Ant-Man, The Finest Hours, and Star Wars: The Force Awakens, including an accelerometer-based BB-8 animation

### Sr. Software Engineer/Sr. Web Application Developer Nov 2014 – Jan 2016

- A top contributor to the web apps that power disney.com, starwars.com, disneyjunior.com, Oh My Disney, Disney Style, Babble, and a larger network of international and franchise sites. Work involves both the client-side (html, css, js) and server-side (ruby, php) layers of each web app, and incorporates a variety of frameworks and libraries (e.g. Backbone, Sinatra, Mustache, Underscore, jQuery, WordPress).
- Specialize in building highly-configurable modules that allow designers to create unique content and richly-themed pages with little-to-no developer involvement
- Implemented a custom lazy loading solution across the entire Disney.com network that reduced initial load time by 1/3, number of requests by 1/4, and page-weight by 2/5

### Web Application Developer Jan 2013 – Nov 2014

- Built out the new starwars.com front-end web app from the ground up with two other front-end developers in only two months
- Spearheaded multiple large-scale refactors that resulted in improved visual consistency, more efficient module development, and the deletion of ~800 lines of code

BITLY, New York, NY

### Data Artist Aug 2012 – Dec 2012

- Designed a real-time data dashboard (rt.ly) and an audience analysis interface for clients to compare audience interests and browsing habits over time

PARC, Palo Alto, CA

### UI Designer and Front-End Developer, Special Projects June 2012 – Dec 2012

- Lead visual designer and front-end developer on a proprietary software project. Responsible for the visual design and HTML/CSS/JavaScript implementation of new features, including data visualizations using d3.js

FREELANCE, Palo Alto, CA + Brooklyn, NY + Los Angeles, CA

### Visual Designer and Web Application Developer June 2000 – Jan 2013

- Produced logos, illustrations, publicity materials, apparel, WordPress themes, websites, and web-app components for clients including ThingM, Massachusetts School of Professional Psychology, Parsons School of Design, and Princeton University

PARSONS SCHOOL OF DESIGN, New York, NY

### Teaching Fellow/Code Instructor Aug 2011

- Taught introductory visual coding using Processing to incoming MFA D+T students

## technical skills

### Web

- HTML5/CSS3
- JavaScript (vanilla + jQuery)
- Sass (SCSS)
- PHP + WordPress (themes, plugins)
- Backbone (with Underscore)
- Ruby (basic data modeling, gems)
- JS build tools (Grunt, Gulp)

### Visual + Creative Coding

- OpenFrameworks
- Processing
- HTML5 Canvas
- CSS3 Animation
- Phaser (game framework)

### Workflow + Tools

- Agile, Kanban
- Git + GitHub

### Design Software

- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign

### Design Skills

- UX/UI design
- Responsive design
- Data visualization

## education

### Parsons School of Design

M.F.A. Design + Technology  
Departmental Honors  
New York, NY  
Aug 2010 – May 2012

### Princeton University

A.B. in Economics, Finance Certificate  
Princeton, NJ  
Sept 2002 – June 2006

## personal interests

Soccer, yoga, running, animals (all of them), bringing ecommerce to my annual family reunion, and anything else that lets the creative + technical sides of my brain nerd out together.