

# Paul M. Graffam

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## Professional Profile

- 7+ years of work experience in programming and 4 years in agency.
- Ability to work collaboratively with colleagues across disciplines. Enthusiastic, positive attitude and self-starter.
- Eager to meet challenges and quickly assimilate newest technologies, skills, concepts, and ideas.
- Self-motivated and detail orientated with strong ability to multitask.
- Superior computer skills. Proficiency with many applications as well as hand coding with a variety of IDEs. Highly capable with either PC or Mac.
- Creative troubleshooter/problem-solver who works hard and loves a challenge.
- Bilingual: fluent in both English and Spanish.

## Skills

Front End	Back End	Other
<ul style="list-style-type: none"><li>• XHTML &amp; HTML5</li><li>• CSS3 &amp; CSS4 (postCSS)</li><li>• Javascript (ES5 &amp; ES6)</li><li>• jQuery</li><li>• LESS/SASS/Stylus</li><li>• Grunt/Gulp/Browserify</li><li>• Webpack</li><li>• React/Angular/Backbone</li><li>• Bower/NPM</li><li>• Bootstrap/Foundation</li><li>• Handlebars/Moustache</li><li>• Jade/HAML</li><li>• WebGL/Three.js</li></ul>	<ul style="list-style-type: none"><li>• PHP</li><li>• Python</li><li>• Ruby &amp; Rails/ERB</li><li>• VB/C# .NET</li><li>• SQL/NoSQL (mongoDB)</li><li>• XML &amp; XSL</li><li>• Apache/Google App Engine</li><li>• Heroku/Firebase/Azure/AWS</li><li>• Node.js &amp; Express</li><li>• CMSes (Craft, Contentful, Drupal, Sharepoint, Wordpress)</li><li>• Social APIs</li></ul>	<ul style="list-style-type: none"><li>• Windows</li><li>• Mac</li><li>• Linux</li><li>• Adobe CS</li><li>• Visual Studio</li><li>• Sublime Text/Atom</li><li>• WebStorm</li><li>• Git/SVN</li><li>• SQL Server</li><li>• Unity3D</li><li>• Bash/SH</li><li>• Premiere/Final Cut Pro</li></ul>

## Work Experience

**Interactive Developer** for *Stinkdigital* - Dumbo, NY

Oct '15 – Jul '16

- Immersed into a massive project for **Spotify's** [Year in Music](#) on the first day, working on both the front and back end. Consisting of a responsive WebGL experience via pixi.js and tied to Spotify's API, translated into 35 languages all managed by a custom CMS. Received multiple Webbys, FWA and Awwwards winners.

- Developed complete styleguides for **Twitter** to implement on its internal sites and presented with a team during hand off at their HQ in San Francisco. Example of implementation can be seen on their careers [page](#).
- Worked on several interactive WebGL experiences like [www.hands.wtf](http://www.hands.wtf) and a vibrant 3D model for **Brickell City Centre**.
- Prototyped several applications for pitches, e.g. **Google** Android for Work.
- Finalized a new site for [Brickell City Centre](#) in Miami utilizing and integrating WebGL on a custom Three.js boilerplate with a Craft CMS back end.
- Worked with a team of developers to share code and ideas and experiment on latest technologies like VR.

**Technologist** for *Big Spaceship* - Dumbo, NY

Aug '12 – Aug '15

- Collaborated with designers, strategists, analysts, and other developers to create compelling campaigns, platforms, and services.
- Made several sites and/or apps for clients and launched. Some clients include: **Google, Paramount Pictures, Samsung, Roll Global, Axe, Finish Line, Materne**.
- Developed an interactive promotional site for *Interstellar* using the latest WebGL within a very tight deadline and while managing several clients and a team of developers.
- Shaped clients' brands through concepting and technology. Was involved in the pitch process frequently to attract new work.
- Worked together with a team of developers. Used Github for code sharing and participated in weekly meetings, challenges and hackathons.
- Drove innovation in both the clients' and *Big Spaceship's* systems, processes, and technology stacks. Implemented a dev blog, testing, and side projects and spearheaded the weekly tech meetings.
- Tracked industry trends and found opportunities to apply them to the work.
- Mentored and trained junior developers and assisted others in the department.
- Traveled and presented to clients. For instance, went to Roll Global headquarters to instruct on a prototype we built and to teach on Backbone.js.
- Won several awards: Webby Winners, IAB Gold Awards, Awwards & FWA sites of the day.

**Full Stack Developer** for *The FCI* - Soho, NY.

Mar '10 – Feb '12

- Set up several classes with a custom version of Moodle, a course management system, in order to modernize the courseload.
- Learned (self-taught) Visual Basic, the .Net framework, and SQL.
- Resolved all issues involving CAMPUS, our student database manager.
- Worked with the VP of IT on several extensive projects to create or update websites as well as develop new web applications.
- Made a unique video player in Flash using Actionscript 3 and then converted it into an HTML5 player for mobile devices.
- Trained and supervised fellow programmers.

- Created a custom CMS for the in-house videos using XML with XSL and ASP.
- Converted all previous web applications to function properly with both a new CMS and the integration of a California campus.
- Created an online student application site built on VB .Net and SQL and hosted on SSL. Set up to accept payments and integrated with the student database.

**Creative Director** for *Victory2Multimedia* - Midtown, NY.

Nov '08 – Mar '10

- Creatively directed, designed and strategized all the company's design projects.
- Acted as main liaison with the CEO and trained/supervised several interns and graphic design colleagues.
- Managed the flow of artwork with the in-house department along with outside agencies.
- Designed fliers, banners, business cards, and logos and sent them to print.
- Worked cooperatively to design, develop and host several clients' websites as well as an affiliated non-profit website.
- Maintained and updated the various main company websites.
- Implemented a new image gallery to manage and display thousands of photos.

**Freelance** *paulGraffix* - NYC, NY.

Intermittently '08 – '16

- *Listen* – Video Editor. Used Adobe Premiere to edit several promos for Microsoft.
- *New York Cares* – Volunteer work.
- *Film Director Joshua Weinstein* – Designed and coded the website for the documentary, "Flying on One Engine", and his portfolio.
- Several other client websites.

**Office Assistant** at *JG&L Law Offices* - Puerto Rico.

Summers '02 – '07

- Performed a variety of admin duties involving data entry and paralegal work.
- Supervised the library and filing room.
- Updated and maintained the legal website.

## Education

**Boston University**

Bachelors of Arts

Class of 2007

## Hobbies

Running, soccer, game development, muay thai, beer brewing, music production.

*References available upon request.*