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| **Benjamin Farrell** |
| **6110 Hillegass Avenue****Oakland, CA 94618** |
| (919) 633-7845/ @bfarrellforever |
| ben@benfarrell.com |
| Objective | * To take part in shaping innovative and emerging media through art, code, and design leveraging my extensive skills in web and mobile development.
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| Profile | * Expertise in user experience engineering in desktop, mobile, and back-end development of web applications.
* Delivery of video and playback on multiple web and mobile platforms.
* Experience working with third-party vendors and clients in writing RFPs and product roadmaps.
* Proficiency with source control management using SVN and GIT.
* Proficiency in continuous integration and Agile development practices.
* Creative development with new or proprietary hardware and systems.
* Proficiency in most major programming languages used for web and mobile development including NodeJS, HTML5, Javascript, Actionscript, Objective C, Java, C#, and Python.
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| ***For a complete list of languages and skills expertise, see*** [***http://www.benfarrell.com/resume/skills***](http://www.benfarrell.com/resume/skills) |
| Synopsis of Achievements | * Development of high-profile video players and games for clients including the CW, Warner Bros., Sesame Street, Nickelodeon Jr., and the PGA.
* Contributed to and managed projects garnering 20 company awards and mentions including 2 Emmys and 3 Emmy nominations.
* Speaking experience at several web-related technical conferences and management of local user groups for web technologies.
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| Employment |  |  |
| General Electric, San Ramon, CA**Lead Design Technologist*** Creating design research-led UX prototypes.
* Maintaining the GE Design System family of products.
* Developing new components for the GE Design System.
* Contributing to the development of a font-icon creation tool, HTML5 training materials on video, and web consistency testing tools with Grunt/NodeJS.
* Helped lead clients in GE’s Healthcare, Marketing, and Industrial businesses in working together on maintaining the design system.
 | *2013 - present* |
| Digitalsmiths, Durham, NC Senior Software Engineer* Project management and development of iOS, Android, XBOX, Win8, and HTML5 video players for the PGA, the CW, and the WB.
* Led development of a conversion of 20+ Flash players into a customizable video player that incorporates third-party ad platforms and reporting components for high-profile websites including TMZ.com, theWB.com, and CWTV.com.
* Utilization of source control and continuous integration systems to ensure reliable product releases.
* Communication with clients and third-party vendors for integration planning and troubleshooting.
* End to end video web applications and demos built using Flash, HTML5, Python, and MongoDB.
 | *2008 - 2013* |
| **Past Employment Cont**. | *360KID, Newton, MA*Senior Interactive Developer* Developed educational software for high-profile clients including the Sesame Workshop, Pokémon, Nickelodeon Jr., the Discovery Channel, and the Princeton Review.
* Utilized Flash, Flex, Director, Javascript, HTML, PHP, ASP, ASP.NET, C#, AJAX, Zinc, and more languages and platforms to produce clean, organized code for web-based game development.
* Partnered with art teams to ensure the final vision of a product.
* Advised on questions of graphic and user interface design.
* Communicated complicated concepts with clients and assisted on RFP formations.
 | *2003 - 2008* |
|  | ***ReadyAbout Interactive,*** *Boston, MA***Lead Multimedia Developer** |  *2001 - 2002* |
|  | ***JuniorNet,*** *Boston, MA***Junior Multimedia Developer** | *2001* |
| Education | Bachelor of Science in Electronic Media Arts and Communications, minor in Computer Science*Rensselaer Polytechnic Institute,* Troy, NY. | *2000* |
| Selected Awards | Emmy, *Turner Sports*Outstanding New Approaches Sports Event Coverage | *2012* |
|  | Emmy, *Sesame Street*New Approaches (Using New Media to Reach Viewers) | *2009* |
|  | SIIA Codie Award, *Pokémon Learning League*Best Instructional Solution for Students at Home | *2008* |
|  | iParenting Media, *Pokémon Learning League*Outstanding Website Product Award | *2007* |
|  | Emmy Nomination, Sesame StreetOutstanding Achievement for an Interactive Television Service | *2005* |
| ***For a complete list of awards and media mentions, see*** [***http://www.benfarrell.com/resume/awards***](http://www.benfarrell.com/resume/awards) |
| Presentations | **ForwardJS,** San Francisco, CA"Polymer and Atom-Shell: HTML5 Buddy Cops" on meshing Google's web components with Github's desktop wrapper. | *2/2015* |
|  | HTML5DevConf, San Francisco, CA″Creative NodeJS″ on exploring using NodeJS as a creative/front-end platform when combined with Webkit and HTML5 tools and technologies | *5/2014* |
|  | JSConf, Amelia Island, FL"Sweatin' to the Web" on Kinect and depth camera use with web browsers and Node.js. | *5/2013* |
|  | cfObjective, Minneapolis, MN"Sweatin' to the Web" on Kinect and depth camera use with web browsers and Node.js. | *5/2013* |
|  | NCDevCon, Raleigh, NC"HTML5 vs. Flash Video: Choose Wisely" contrasting the latest standards with Flash for video on the web. | *9/2011* |
| ***For a complete list of presentations, see*** [***http://www.benfarrell.com/resume/speaking-engagments***](http://www.benfarrell.com/resume/speaking-engagments) |
| References Furnished Upon Request |