

## MARCO COMPARATO : SAN FRANCISCO

<http://www.marcocomparato.com> :: [linkedin.com/marcocom](https://www.linkedin.com/in/marcocom) :: [github.com/marcocom](https://github.com/marcocom)  
310.497.5350 :: [marco@marcocomparato.com](mailto:marco@marcocomparato.com)

---

### ACCENTURE, SAN FRANCISCO, CA

Sept. 2014 – Current

#### Disney – UX Designer, Developer

- UI design and UX documentation for Resiliency Health-Check (Datacenter Load-management) application.
- Front-end development of javascript and CSS and integration into Java Spring environment.
- Worked closely with Disney client to establish design and conformance to Disney's existing EIS standards.
- Created presentation materials, overview documentation, infographics for kickoff and later-phase business development for Disney.

#### Warner Bros. Studios – NodeJS Javascript Engineer

- Development of AWS Serverless Lambda API in NodeJS for integration of Workfront and Nuxio systems to create a new app for WB licensing management.

#### Google – Sr. Front End Engineer

- Development of Chrome Extensions for 'Trust and Safety' analysis tools using raw ES6 Javascript in Closure/Blaze build environment on top of Google App Engine cloud data.
- Management of offshore and onshore junior-developer resources. Code review and modification for Google acceptance criteria.
- Client-facing status reporting and solution discovery.

#### Intel Agency Inside – Sr. Front End Developer

- Creation of mobile-first UI and complete UX front-end in React / Redux for celebrity-focused 'Experience-More' user-generated content application.
- LESS / CSS and JSX element coding. UX / UAT feedback cycle execution through to delivery.
- Delivery launch detailing, deployment, and automation scripting.

#### AutoDesk – UI Engineering Team Lead

- Integration into existing legacy codebase, migration for webpack automation of Typescript and LESS architecture.
  - Established group work-flow for Agile methodology and usage of Rally in front-end scope.
  - Analysis and Execution of complete overhaul of existing code.
  - Team leadership and task-management of offshore team of javascript developers in India, and Mexico.
- 

### QUINCE – AMSTERDAM, NETHERLANDS

Apr. 2013 – June 2014

#### Creative Technologist

- Concept and HTML5 development of company's social-springboard.
  - Concept and Design of touchscreen and mobile B2B/B2C solutions for HTC Specialist, KPN Network, and Vodafone.
  - CSS/Javascript development of HTC Specialist promotions, "Champions League Of Sales" and "The Score".
  - UX Design and Flash Development of Holland Casino touch-screen contest-campaigns, "Highlights" and "Try & Win".
  - Development of HTML5 / WebGL streaming Video-360 solution.
  - Promoted western methodologies and digital-centric creative thinking through team-leadership, mentoring and best-practices advocacy.
-

## ACTIVISION / CODE PARTICLE – LOS ANGELES, CA

Jan. 2012 – Jan. 2013

### Sr. Front-End Developer

- Front-End Development of Call Of Duty:Elite in BackboneJS on Java SpringMVC and Redis backend, on-site at Activision. Conversion of Actionscript logic to javascript.
  - Development of D.W.Drums Kitbuilder configurator in HTML, CSS, Javascript.
  - Development of Boldride.com Automotive photo blog in Kohana PHP, Javascript and CSS.
  - Project-scope analysis, production planning, needs-assessment.
- 

## ADMIT ONE PRODUCTIONS – LOS ANGELES, CA

Feb. 2010 – Jan. 2012

### Creative Technologist

- Concept discovery and development of DodgeMotorsports.com , Durango Mini-site, DriveSRT.com websites.
  - Creative consultation for clients, Chrysler / Dodge / Jeep, BigBlock LA, Wilson Sports, Whirlpool, Meguire's Polish, Evander Holyfield, Cinelicious, under representation.
  - Creative Design of MyCast video-broadcast java and 3<sup>rd</sup>-screen client interface designs for clients, BiBop ITA, and Fox Sports.
  - Client presentation and discovery through rapid proof-of-concept and prototyping, needs-assessment.
  - Account purchase-order drafting, services and business development support through presentation.
  - Assembled and collaborated with 3D modelers / Flame editor and back-end developer team.
  - Project-scope and budget review.
- 

## DEUTSCH – LOS ANGELES, CA

June. 2007 ~ Nov. 2008

### Sr. Flash Developer

- Concepting, Development and animation for Saturn Motorcars homepage and primary landing pages, Sony Playstation2, TGIFriday's, DirectTV and CiCi's Pizza.
  - Lead production of website front-ends using Flash / AfterEffects AV artists.
  - Client concept development through rapid proof-of-concept review and reiteration.
  - Project-scope analysis and schedule planning.
  - 3<sup>rd</sup>-party interface with motion-graphics and game-code vendors.
- 

## THE DESIGNORY / OMNICOM — LOS ANGELES, CA

Feb 2006 – Apr. 2007

### Sr. Flash Developer

- Architected and developed 2007 NissanUSA.com website as team lead.
- Creative conception and development of CommArts award-winning SHIFT\_2.0 video microsite.
- Led a team of 5 front-end developers and flash animators, designed internal patterns, and fulfillment workflows.
- Created "Show us your X" viral campaign and destination website for 2008 Nissan Exterra.

## SAATCHI & SAATCHI / PUBLICIS — LOS ANGELES, CA

Aug 2003 - Feb 2006

### Multimedia Designer, Flash Developer

- Developed 2004~2006 Toyota.com website complete redesigns, in-house microsites, and online ad media.
  - Led a team of 3 production animators.
  - Created front-end development guidelines for W3C standards compliance, production work-flow, and unit testing.
  - Concepted and developed OneShow, and Cannes Gold award-winning Landcruiser-Heritage microsite.
  - Architected Flash application integration of front-end code with JSP through extensible XML schema for 18 vehicles and third-party regional MSRP price API.
  - Interfaced with MSN and Yahoo Ad buying and game development resources for custom online media.
  - Animated and designed multimedia pitch presentations for new-business under Bob Isherwood, Global C.D. directly.
- 

## ISTRATEGY — SAN DIEGO, CA

Nov 2002 - July 2003

### Creative Director

- Design and Integration of the original MLS system for Realtor™ website.
  - Gathered business requirements from customers, design discovery, and negotiation.
  - Internal branding and collateral design for sales representative and product information.
  - Designed and developed website visual templates using HTML, JavaScript, and VB/ASP Web Classes for ASP front-end.
- 

## U.S.WEB / CKS — APPLE CAMPUS, CUPERTINO, CA

Nov 2000 - Apr 2002

### Flash Developer

- Design and production for original website launch of CommArts award-winning Williams-Sonoma.com, Dockers.com, Levis.com, TiVo.com, and JCPenney.com
  - Animated multimedia for Apple showroom-floor promotional screensavers for iMac and Powerbook lineup.
  - Concepted and created 'smart-intros' for TiVo and Levi's, allowing user-choices to customize animations and then report user-data to database for business-information purposes. (first of its kind)
  - Established original use-specification for Flash and Real SMIL best-practices.
- 

## U.S.INTERACTIVE / DIGITAL EVOLUTION — LOS ANGELES, CA

Apr 1998 – Aug 2000

### Q.A. Technician, Production Designer

- Photoshop and Illustrator production for original-launch of Adidas.com, Lexus.com.
- QA needs-assessment and acceptance-testing of Lexus.com, StarBright Foundation multimedia portal.
- Flash animation, development of Adidas.com homepage, and Lexus virtual-showroom.

## FREELANCE PROJECTS DELIVERED

### We360

Wemersive

- Coded 360-video streaming solution using JQuery and WebGL, and Haxe/NME for publication to iOS/Android.

---

### MyCast Video Broadcast solution

Bebop / Code Particle

- Creative direction of user interface design and remote motion-graphics vendors.
- Coded streaming conference and multi-user RTMP interface in Flash for concept translation and direction to remote resources.

---

### Boldride

Code Particle

- Coded and refactored front-end in PHP/Backbone/CSS.

---

### DW Drums Kitbuilder

Code Particle

- Coded and refactored front-end in JS/CSS.

---

### RedBull SoapBox Race

Kastner & Associates

- Coded front-end in JQuery/CSS for multi-platform deployment.

---

### The Secret World

Funcom / Ayzenberg

- Coded Flash front-end under lead developer.
- Integrated to facebook Graph API and services.

---

### Toyota 'Find Your Match'

RAPP/Collins

- Coded Flash front-end using Away3D.
- Integration to Toyota global information and price information API systems.

---

### Dodge Motorsports

The Armory / Chrysler

- Created visual design
- Coded and architected extensible and deep-linked Flash front-end.
- Led team of 3 FED developers.
- Deployed and remote-managed SQL db and CMS in Chrysler Windows server bastion environment.

---

### B.A.T Photo TakeOver Widget

Brand Affinity Technologies

- Architected Flex/RIA rich ad deployment system and API.
- Created JSFL toolset for animators.
- Technical documentation for target clients.

---

### OnStage Video-cast Fansite

Foundation 5

- Coded streaming conference and multi-user hybrid integration.
- Flash Media Server 4.5 interface .
- Reverse-engineering of tiered API service for undocumented capabilities

---

### Tony Hawk RIDE

Activision

- Coded front-end in Flash for 18 languages.
- Integration with Activision secure information services.
- Custom GoogleMaps, Facebook, Twitter, FMS API integration solutions.

---

### Scion Banner Ad Campaign

Whitmann/HART

- Concept collaboration and Flash code-animation.

---

### US Army Touchscreen Explorer

Ignited

- Coded Flash touchscreen front-end in Papervision3D.
- Redesigned Homepage Concept.
- GoogleMaps API custom integration.

---

### Fugoo Touchscreen Kiosk Interface

FuHu

- Coded Flash Touchscreen interface.
- Engineered physics logic for grab-and-throw capabilities.

|   |   |
|---|---|
| <b>Bank of America Sitekey</b><br>RAPP/Collins          | <ul style="list-style-type: none"> <li>• Coded in Flex/MXML.</li> </ul>   |
| <b>MyHonda / MyAcura</b><br>Genex                       | <ul style="list-style-type: none"> <li>• Coded template hybrid Flash/HTML interface for extensible owner-information content.</li> <li>• Animated and coded interactivity for GPS Navigation</li> </ul>                                 |
| <b>Toyota Banner 09' Ad Campaign</b><br>Whitmann/HART   | <ul style="list-style-type: none"> <li>• Concept collaboration and Flash code-animation.</li> </ul>   |
| <b>YoRoto!</b><br>Deutsch                               | <ul style="list-style-type: none"> <li>• Concept collaboration and Flash code animation.</li> <li>• Third-party game-code integration.</li> <li>• YouTube channel deployment.</li> </ul>  |
| <b>TGI Friday's</b><br>Deutsch                          | <ul style="list-style-type: none"> <li>• Coded hybrid dynamic site-wide elements in Flash.</li> <li>• Architected location-based price logic in XML and PHP.</li> </ul>   |
| <b>Saturn SideBySideBySide</b><br>Deutsch               | <ul style="list-style-type: none"> <li>• Concept and coding of seamless hybrid streaming in Flash.</li> <li>• XML integration for car-comparison critical price information.</li> <li>• Animation of Saturn homepage teaser.</li> </ul> |
| <b>Levi's Brand 20yr Campaign Kiosk</b><br>Levi Strauss | <ul style="list-style-type: none"> <li>• Concept collaboration and Flash code-animation.</li> <li>• Deployment to custom PC platform.</li> </ul>  |

## SKILLSETS

- Interactive UX/UI Design, Concepting. User experience flow documentation, assessment, and strategy
- HTML5, JavaScript, CSS front-end code development and applied best practices.
- Functional Javascript in modern automated OOP/MVx architectures such as Angular, Redux, Backbone
- Adobe Photoshop, Illustrator, Axure
- Scrum / Agile methodologies and task-management.
- Interface Design, Usability, Client Discovery, Needs Assessment Analysis
- Quality Assurance Analysis (ISO standards bug testing) and Project Build Management.

## TECHNOLOGIES

- HTML5 – Handlebars/Mustache, Server-Side Templating, Form validation.
- CSS3 – SASS, LESS, Modernizr.
- JAVASCRIPT – Angular, React Redux, Backbone, JQuery, ES6/Typescript, WebGL, Canvas, Video.
- BACKEND INTEGRATION – Java SpringMVC, PHP4.5+, NodeJS, AWS Serverless
- BUILD – Webpack, Gulp, Grunt, Maven, Chef, Docker, AWS SAM

References available upon request