

Adam Michael Pearlman

(617) 549-6812

PO Box 120784
Boston, MA 02112

adam@adampearlman.com
adampearlman.com/resume

I am a User Interface Developer and User Experience Designer with strong analytical skills. My extensive experience working in Ruby, Java, and .Net environments, as well as architecting end-to-end applications, allows me to work effectively with programmers, database administrators, and architects. Additionally, my experience with layout, design, and production, allows me to work closely with graphic designers, product designers, and writers to turn their designs and specifications into working websites, products, and applications.

Freelance Internet Development

1999 – Present

Over time, I've had the opportunity to work on multiple types of projects for many different clients both on my own and with digital agencies. This valuable experience has made me an effective communicator with clients and users, an efficient manager of time and budget, and exposed me to all aspects of internet development – from initial conception, through development, and post-launch issues.

- Managed clients – reviewed business needs with clients, set timetables, managed expectations, followed up to ensure successful launch and client satisfaction
- Managed additional resources – determined project scope, brought on additional developers as needed, managed production of third party resources
- Full stack development – responsibilities included graphic design & production, user experience design & development, business logic programming, database architecture, host administration

webPSYtes

2003 – Present

Principal Founder

webPSYtes (pronounced “websites”) is a templated website service I originally built in 2003 as a PHP application and have recently rebuilt in Ruby on Rails. webPSYtes allows a user to create an account, choose a domain name and design, and pay by credit card. webPSYtes users can log in, edit their content, and change designs, whenever they need.

- Conceived and built complete system, integrating with third-party APIs
- Conducted usability testing with clients, actively respond to client support requests
- Hosted on Amazon Web Services EC2, automated deployment with Capistrano

Survive The Season

Aug 2015 – Present

Principal Founder

Survive The Season is a mobile game application for Android devices. It is a variant of the “eliminator” football pool. The end product gracefully incorporates a surprising amount of moving parts into an app that is simple enough for casual fans to enjoy and compelling enough for hardcore fanatics.

- Distributed mobile application over Google Play Store
- Built complex system, using Python to query NFL data and for regular maintenance activities, Ruby on Rails for user interface
- Fully responsive design allows game to be played in web browser over any device

SessionM

Jan 2013 – Jan 2015

Front End Engineer

SessionM offers a loyalty and engagement platform geared towards mobile application developers. App developers integrate with SessionM's SDK to offer their users rewards in the form of points. In order to claim their points, users watch advertising, complete surveys, or engage in other activities.

- Developed and maintained features for a complex application using Ruby on Rails
- Fast-paced, lean, development team required full stack knowledge
- Mobile application development required knowledge of different operating systems (iOS, Android) and device versions
- Improved CSS efficiency by reducing duplicate code and utilizing SASS to combine common elements
- Wrote installation script to automate setup of developer systems

AMPMessaging

Nov 2011 – Jan 2013

Principal Founder

AMPMessaging is a service that allows users to send messages over multiple channels to multiple listeners. Each listener decides which channel(s) they wish to receive and respond to messages through. The hypothesis is that allowing a listener to choose the mode of communication will result in greater effectiveness of the message — improving read rate, response rate, and retention.

- Created Web 2.0 interface using HTML5, CSS3, jQuery, jQuery UI & AJAX
- Developed with core PHP and extensions (SimpleXML, MailParse, etc.), MongoDB, Apache web server
- Extensive API & library integration including Amazon Web Services (AWS) EC2, SES, SNS, SQS, Twitter API, OAuth, Twilio library for SMS text messaging
- Wrote library of functions to encapsulate low level and commonly used functionality

Gerson Lehrman Group

Mar 2011 – Nov 2011

User Interface Engineer

Gerson Lehrman Group (GLG) has an extensive network of experts across multiple fields. When companies and organizations need information about a particular industry Gerson arranges a meeting. The work I did for GLG strived to get under-utilized experts actively engaged by providing a public-facing Q&A website and social network.

- Built complex interfaces using JavaScript, jQuery, AJAX, HTML5 and CSS3
- Collaborated with business analysts and product designers in an agile environment to evaluate proposed features and estimate development time

IntraLinks

Oct 2003 – Dec 2008

IntraLinks is a leading SaaS provider of enterprise collaboration software and virtual data rooms. During my time there I was promoted to Lead User Interface (UI) Developer, providing me with valuable managerial experience. Later, I worked as a Senior User Experience (UX) Designer, providing me with the opportunity to work closely with international clients.

Lead User Interface Developer

- Promoted to Lead User Interface Developer, additional responsibilities included requirements analysis, resource planning, and career development
- Directed client-side development of UI for Web 2.0 / AJAX enabled application
- Worked with design team and business analysts to create new functionality
- Developed unique UI elements using dynamic HTML and JavaScript

Senior User Experience Designer

- Designed new features and feature updates for core and peripheral applications
- Worked closely with clients to understand business needs, often resulting in new functionality and new stand-alone applications to compliment the IntraLinks core service
- Produced development specifications for engineering team

Xchange

Apr 2000 – Jul 2001

Software Engineer

Xchange was a customer relationship management company. They offered desktop software to help identify the most efficient recipients for targeted marketing campaigns. I was brought in to develop web pages when they wanted to convert to the web – without losing functionality.

- Designed and developed a browser-based version of a Windows-based application using HTML and JavaScript
- Authored dynamic content driven pages using XML and XSLT
- Produced graphics using Adobe Photoshop

TVisions

Jan 1998 – Jun 1999

Web Architect

TVisions was an interactive agency. They have moved, been renamed, and been acquired in the years since I worked with them. The opportunity to work there early in my career provided me with a great foundation in terms of learning technical skills, appreciating and adhering to sophisticated design, and satisfying high profile clients.

- Created and maintained multiple websites using HTML, JavaScript, and CGI
- Collaborated with graphic designers to ensure integrity of designs
- Worked closely with clients, including on-site and off-hours, to ensure sites were developed and launched successfully

Education

Bachelor of Arts in Communication and Psychology 1996

The State University of New York at Buffalo