

# ChadAndrewDrobish

## Design Technologist

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A creative and passionate individual with over 19 years of experience in the digital advertising industry. Producing award-winning work within the fortune 500 markets. Thrives on working alongside creative talent who share the same enthusiasm for innovation.

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### WORK EXPERIENCE

#### ChadAndrewDrobish

##### Freelance Design Technologist

February 2009 – Present | Montville, New Jersey, United States

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#### Huge Inc.

##### Sr. UI Engineer

I was hired within the division of Huge Inc. called StudioXL, which services all digital marketing needs for Google. My time was divided into three core practices.

##### Rapid prototyping.

To help the client get a clear vision of what was being offered, I would work directly with the Creative team and create workable prototypes that the client could not only see, but interact with.

##### Production Code.

In order to get some of my prototypes into production ready code, I would take responsibility in creating production ready code that checks through validation systems as well as peer reviews.

##### Mentor & Educate.

During my first months at Huge Inc. I was tasked with creating a Journeyship for animation. I organized two semesters with classes of a dozen+ students (employees). The classes ranged on all aspects of animation: from using libraries like GSAP or only CSS.

August 2020 – January 2024 | New York, New York, United States

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#### Sapient Razorfish

##### Creative Technologist

I produced dozens of highly interactive works such as applications, microsites, tutorials, kiosks, presentations, mobile apps, chatbots, VR/AR apps, and rich media ads.

July 2013 – May 2017 | New York, New York, United States

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## Razorfish

### Interactive Art Director

This role was considered a transitional move, marrying my animation and interactive experience with upcoming technologies. Much of the responsibilities in this role dealt with R&D, prototypes and pitch-work.

March 2009 – July 2013 | New York, New York, United States

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## Avenue-A Razorfish

### Flash Developer

Building rich interactive experiences with Adobe Flash. This includes company landing sites such as Axe, Sheraton Resorts, and All laundry. My responsibilities were typically the sole developer working alongside creative to help mold their vision.

May 2006 – March 2009 New York, New York, United States

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## NBC Universal

### Freelance Design Technologist

Developing innovative flash applications for a variety of conceptual online programming. Integrated rapid prototypes for presentations within quick demanded turnarounds. Worked on creative solutions for uprising problems within flash media.

September 2005 – April 2006 New York, New York, United States

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## EDUCATION

### Hartford Art School University of Hartford

Bachelor of Fine Arts  
Cum Laude

2001 – 2005 | Hartford, Connecticut, United States

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## LANGUAGES & SKILLS

### Proficient in:

CSS / SCSS / SASS, HTML, JavaScript, PHP

### Frequently use:

WordPress, Node, Express.JS, React & React-Native, Redux, Vue.JS, Bootstrap, Webpack, Docker, WebGL, Three.JS, CI (Circle CI, Jenkins, Bitbucket Pipelines), AWS S3, EC2, Lambda, D3.JS, Git, NPM

### Applications:

Adobe: Photoshop, Illustrator, Media Encoder, After Effects, Premiere Pro  
Sketch, Blender, Visual Studio Code

### Enough to be dangerous:

C/C++, Python, MySQL / PostgreSQL, MongoDB

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## SERVICES

### Developer

No job too small. Whether it's ad units, a website, a mobile app, an interactive kiosk, or WebGL– throughout my experience I have worked on an array of projects varying in complexity.

### Consultant

Ability to use existing expertise to assist clients with developing a course of action. Guiding them through project planning and budgeting, selecting the right teams, and researching the best technology for the task.

### Rapid Prototyper

Proof of concepts to A/B testing – experienced in rapid versioned outputs. Ability to increase the feasibility of integrating prototypes into your systems (reducing throwaway code).

### Pitch Collaborator

Ability to transform concepts into working examples quickly. A time crunch is one of my favorite types of challenges.