

Adrian Chrysanthou

Architect, Full-Stack Developer

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Full-stack developer with a passion for building great products while enabling others to perform their roles more effectively. "Architected and built scalable web-based front ends with modern, highly interactive UIs.

Skills

Tools:

- JavaScript, NodeJS
- Ajax, JSON, HTML5, CSS3
- Adobe Creative Suite
- Mac OS X, Linux, Windows
- MySQL, MongoDB
- Python

Techniques:

- Web Applications
- Mobile First, Responsive Design
- Agile Methodology
- Parsers, compilers

Qualities:

- Self-directed
- Passionate
- Leadership skills
- Integrity
- Excellent communication
- Good sense of humor

Experience

Nielsen / Principal Architect

2018-Present, Oldsmar, Florida

Oversee all new and existing Web Properties at Nielsen. Manage and lead a strong and talented development team in a full migration of our main web property (1 million hits a month) from an aging CMS, Adobe CQ, to industry standard CMS, WordPress. Utilize the latest technologies and spearhead a new framework from WordPress(Gutenberg). Bring Nielsen to the forefront in technology and industry standards while guiding and instructing the development team.

Nielsen / Principal Software Developer

2016-2018, Oldsmar, Florida

Lead Developer for all Nielsen Web Properties. Oversaw the development and design for several products, both public and internal. Specialized in Dev Ops for our entire Web presence. Contributed and implemented Standards for Mobile Applications throughout the company. Was the licensee and distributor for all Apple, Amazon, and Android Applications.

Nielsen / Senior Software Developer

2013-2016, Oldsmar, Florida

Built and designed public facing Web Applications; external, public facing websites; and campaigns. Audited older technology used in the company and created guidelines for newer technology and best practices. Stood up server environments and Architected web-based scaling for ever-demanding use cases. Built, designed, and maintained flagship Mobile Apps for the Company.

Nielsen / Software Developer

2012-2013, Oldsmar, Florida

Conceived, managed, and built internal Web Applications that have now become a staple in the Company's work environment. Created external, public facing websites and campaigns, as well as built and designed Mobile Apps for the Company.

SOE Software / Flash Developer and Designer

2010-2011, Tampa, Florida

Designed and built interactive Flash-based training games for Voting Districts across the United States. Designed and built websites for county election offices across the U.S. Built 3D interactive models of voting machines. Produced Motion Graphics and Video for online training as well as onsite filming.

Education

Art Institute / Bachelor of Fine Arts

2006 -2010, Tampa, Florida

Specialization in Media Arts and Animation