


Corey Aubuchon

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Summary


Growing up I was the kid that destroyed most of my games and toys trying to figure out how they work before figuring out how to just put them back together. Now I still do a lot of that but for brands around the world using my development skillset to achieve their goals. I love building user experiences that excite people while learning what it takes to get there.


I have been fortunate enough to lead and develop for some of the best brands globally. New Balance, Fidelity, Dodge, Phillips, The Boston Red Sox, MVMT, Native, Thrive Causemetics, and RedBull have all brought on exciting challenges that I have helped solution and deliver custom experiences for. I have a passion for process and automation with development and have experience with CI/CD pipelines, TDD plans, project architecture, and stack problem solving at scale.

I enjoy working in spaces and cultures that nurture creative minds and projects. Being able to work with top talent and people who love what they do is important to me. As a developer who went to art school, I love the beauty of a UI as much as the code behind it. Being a mentor and providing support for teams nicely ties my passions together to be able to deliver great work while having a lot of fun along the way.

Experience

 **Director Of Technology**
Branded Research, Inc.
Jan 2020 - Present (3 months +)

 **Director of Front End Development**
BVA Commerce
Feb 2019 - Jan 2020 (1 year)
Directly provided career goals and direction for the largest team in the organization. Led daily triage, standup, and escalation meetings amongst delivery leadership to ensure key delivery expectations were being met across multiple projects. Successfully scaled development team to over double of original size, increased development output by 65% via direct mentoring, organizational process improvements, and implementation of internal technical solutions to common problems. Drove internal IT best practices and security policies to improve organizational readiness and client support.

 **Creative Technologist | Fidelity Labs**
Fidelity Investments
Apr 2017 - Feb 2019 (1 year 11 months)
Part of the founding team of a new incubator within FidelityLabs. As the first developer on the project, responsibilities include direct concept creation with design, UX, and business leads, architecture of application based on learning agendas, and on-boarding additional developers.

While in active Agile sprint cycles, responsibilities include building new product features from the ground up, maintaining UI code quality, resolving technical challenges with existing systems, managing MVP

priorities based on technical estimates, and identifying third party vendors to help expedite product feature creation.

Director of Technology

Almighty

Jul 2015 - Apr 2017 (1 year 10 months)

Responsible for managing all development work of the agency. Lead developer for various projects across multiple clients. Provide recommendations to clients on technology strategy based on project objectives. Manage a team of internal and external technical resources from multiple disciplines.

Sr. Interactive Developer L2

SapientNitro

Aug 2014 - Jul 2015 (1 year)

The promotion within SapientNitro involved a closer hand at leading teams toward project goals as well as independent leads on smaller engagements. Working with clients such as Fidelity, McGraw Hill, and the Boston Red Sox.

Internally, I worked with the development team at Sapient to define front-end tool sets that streamline workflows for global development teams. I worked on a team to create an internal testing and prototype lab that included 3D printers, testing hardware, and physical computing equipment.

Proudly worked with teams to win 3 out of 3 separate design and development challenges to help drive company culture as well as drive new creative and technology ideas within Sapient. These projects ranged from iWatch prototype hackathons to interior design challenges to retrofit meeting rooms with technology.

Sr. Interactive Developer

SapientNitro

May 2012 - Jul 2014 (2 years 3 months)

Heavily focused on both emerging and robust front end technologies, I worked on clients such as Fidelity, Dodge RAM, Phillips, Mohegan Sun, and the Boston Red Sox. Working either on client site or in the various Sapient global offices, I worked with both front end and back end developers, product teams, Agile masters, designers, and producers to plan, develop, and troubleshoot complex digital experiences and engagements.

I worked on ideation and execution of the very first SapientNitro SNAP project that involves remotely throwing a 90 mph fastball with a phone anywhere in the world. I also worked on other Sapient proof of concept physical experiences such as touch screen product walkthroughs using beacon technology and glyph recognition.

Developer

Almighty

Jul 2010 - May 2012 (1 year 11 months)

Web development using a wide range of languages including PHP, JS, HTML, and CSS. Some general use of Linux systems to support product launches and deployments. Working with clients such as New Balance and Revision Military on numerous engagements to deliver unique customer focused experiences.

Collaboratively worked with other developers, designers, and contractors to identify solutions around emerging technologies. Ensure client understanding of technology choices and processes related to development best practices.

Education



The New England Institute of Art

Bachelor of Science (BS), Interactive Media Design

2007 - 2010

Skills

PHP • MySQL • Front-end Development • Vue.js • LAMP • Mean Stack • Mobile Applications •
Design Tools • Content Management Systems (CMS) • JavaScript