

Paul Starr

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Experience

Adobe—Software Engineer 2, June 2022-August 2023

- Worked to improve content ingestion workflow for an internal marketing campaign tracking tool
- Helped transition from ad-hoc CSVs to Airtable for bulk content metadata preparation
- Wrote two-way Airtable integration for a highly customized WordPress-based CMS
- Miscellaneous other maintenance tasks (unit tests, bug fixes, etc.)

Recurse Center—Participant, Fall 2021

- Developed **Serifu** ([source](#), [demo](#)), a suite of tools for composing and manipulating comic book scripts, including:
 - a parser for a domain-specific markup language of my own design
 - a browser-based editor for this language that includes dynamic autocomplete, automatic per-identifier tag coloring, script tree structure visualization, and caching of in-progress scripts using localStorage and a custom compression algorithm
 - an Adobe InDesign plugin that uses the Serifu parser to present a dynamically-updated view of script text to a designer, dramatically speeding up the book layout process
- Learned the Lezer and CodeMirror JavaScript libraries for development of the parser and editor
- Developed [a browser-based visualizer](#) for graphing the output of arbitrary Lezer parser definitions to aid in parser definition debugging
- Implemented React-based interfaces for the Serifu editor, InDesign plugin, and Lezer parser visualizer

Beyond Type 2—Web Development Contractor, June 2020

- Implemented the logic and interface for getinsulin.org, a tool that generates an action plan that helps users find affordable sources for insulin medication without transmitting any HIPAA-regulated personal information
- Implemented node.js-based Mailgun integration for delivering action plan via email

Kodansha Comics and Yen Press—Editor, August 2014–January 2020

- Oversaw adaptation of comics and prose novels from Japanese into English, from script translation to final lettering; Responsible for title quality at all stages of production
- Recruited, trained, and managed stable of translators and letterers
- Wrote a collection of Adobe InDesign scripts to automate a variety of tasks common in the layout of right-to-left reading comic books

Freelance Translator, 2006-Present

- Adaptation of Japanese comics and prose into English for multiple major publishers. List of publications available upon request.

Personal Projects

Continent Clicker: A toy that allows users to generate and save realistic-looking maps by clicking in irregular polygonal regions defined by Voronoi cells.

Sockdolager Submission Tracker: A node.js app that allows authors to check the status of short story submissions in an Airtable-based database.

OUR AUDIENCE INCLUDES: A toy that generates random demographic categories, with visitor-selected categories saved to a persistent database.

Skills

I am proficient in the fundamental tools of front-end development (HTML/CSS/JS), conversant in React, and familiar with the server-side use of JavaScript via node.js. I'm conversant in PHP. I have familiarity with Ruby and Swift, and am excited for any opportunity to learn new languages and paradigms. I've worked extensively with Airtable and its API. I am also fluently literate in Japanese, with well over a million words of professional translation work in print.

Education

- University of Hawai'i at Manoa—MA, Japanese Literature
- University of New Mexico—BA, Asian Studies