

## Profile

With ten years experience in design and development, I have refined an interdisciplinary approach to creating engaging and compelling interactive experiences, games, applications, websites and user-interfaces. Utilising the latest technologies and best practices, I enjoy solving problems and generating ideas to provide innovative solutions. I consider myself an enthusiastic team contributor and communicator, constantly broadening my knowledge base and taking great pride in my work.

## Experience

### **PHONEGAP DEVELOPER, BREWERS, EASTBOURNE – FEB 2018 - CURRENT**

My current contract is designing and building a cross platform location based application for Brewers decorator centres. I built their previous app seven years ago and have been re-hired to make a much needed update. I am re-building the entire app using PhoneGap and Framework7 allowing for future updates later in the year.

### **WEB DESIGNER & DEVELOPER, UNIVERSITY OF LIMERICK – SEP 2017 - FEB 2018**

I was hired to create a website for the Transmission Electron Microscopy research group based at the University of Limerick in Ireland. The branding and entire website design and development was independently undertaken by myself over the course of five months and is fully mobile first and responsive. Techniques and skills developed and refined during the course of this project include : branding identity development & logo design, rapid design prototyping using Adobe Xd, mobile first responsive design and markup using Bootstrap framework, WordPress custom theme development utilising custom post-types & taxonomies, custom fields and custom plugin development, liaising with and training client for content management system.

### **MOBILE GAME DEVELOPER, JOHN BROWN MEDIA GROUP, LONDON – DEC 2014 - APRIL 2015**

I was contracted to work on two short projects at John Brown Media, both were to build interactive children's games themed around numeracy education. Count Me In Number Chums is a native iOS and Android game aimed at pre-school children learning numeracy skills and Space Trader is a web-based game targeted at key stage two and deals with long division. My duties and responsibilities included

### **DESIGNER DEVELOPER, DOT NEW MEDIA, LEWES – JUNE 2007 - JUNE 2014**

I was employed at Dot New Media for seven years as a designer and developer, this is where I gained my industry experience working on a vast range of projects from heritage museum interpretation design to web and software development.

## Education

University of Brighton – BA Honours, <u>Music &amp; Visual Art</u> - First	2003 – 2006
Plymouth College of Art – Foundation Fine Art - Distinction	2002 – 2003
Marple Sixth Form College – A Levels: Art, Maths, Physics, Music	2002 – 2003

## Skills

- HTML
- CSS
- Javascript
- jQuery
- WordPress
- PhoneGap
- Framework7
- Bootstrap
- PHP
- MySQL
- LUA
- Corona SDK
- Flash
- ActionScript
- Web Design
- Web Development
- App Development
- Game Design
- Adobe Photoshop
- Adobe Illustrator
- Adobe Xd
- Adobe InDesign

## References

References can be made available on request from any of my previous employers or contracts.