

## 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

### **CORDOVA PHONEGAP DEVELOPER, BREWERS, EASTBOURNE – FEB 2018 - MAY 2018**

This was a contract to design and build a cross platform location-based store directory mobile app for Brewers Decorator Centres. The previous original version was developed seven years ago by myself and I was re-hired for the update. I built the app using Cordova PhoneGap and Framework7 bringing an updated new look and feel with iOS and Material Design compliant user interfaces. The integration of Google maps with location based store information, a caching engine for store images, searchable store data and driving directions were some of the new features I implemented for this version.

### **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: the creation of a LUA codebase for Corona SDK, designing the game logic, preparing graphics and audio from source files, working with designers and editors and code documentation.

#### 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. The clients I was involved with included NHS, English Heritage, PwC, Brewers Decorator Centres, University of London and many more.

### 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.