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With a skillset spanning interactive design, web and applications development, I have overseen the implementation of multiple web and software solutions, always with an eye for aesthetics, animation and especially UX.

My paramount concern is always completing projects to the highest standard of design with the right technology and techniques for the circumstance, and this has been shown by the acclaim my previous projects have received.

work experience

April 2017 –
July 2017
(after extended holiday)

CONTRACT FRONT-END DEVELOPER

Oakton, Melbourne, Australia

- Collaborated with distributed team using *HTML/SASS/JS* and *ASP.NET MVC/C#* to build customer portal, integrating with *Sitefinity*, *Dynamics CRM* and *REST* services.

July 2016 –
October 2016

Bridge, Melbourne, Australia

- Worked with small team of devs and designers at startup *Bridge* to add new features and refine their flagship *React/Redux*-based tradie workflow app.

April 2016 –
July 2016

Loc8, Melbourne, Australia

- Built new *AngularJS/SASS/HTML* and *React Native* foundation for *Loc8*'s flagship enterprise asset management system.

November 2015 –
February 2016

Gruden/MobileDen, Sydney, Australia

- Served in small team of front-end devs, and later as primary front-end on *AngularJS/SASS/HTML* online ordering site for Australian national fast-food chain, *Red Rooster*.
- Developed *AngularJS/SASS/HTML* web apps for brands such as *Starbucks*.

August 2015 –
October 2015
(after extended holiday)

MercerBell, Sydney, Australia

- Built promotional site for *American Express* and assisted with development of other materials.

May 2012 –
March 2015

FREELANCE DEVELOPER & DESIGNER

Collaborated on-site with design studio *EightyOne*, and design/code shop *Xequals* in Wellington, NZ:

- Built multiple company websites for national and international audiences, taking sole responsibility for front-end (*HTML/CSS/JS*) and back-end development (*PHP*) using *Silverstripe CMS*. Contributed to site design/UX and implemented sophisticated 2D/3D animations and responsivity using *CSS*, *Javascript* and *WebGL*.
- Designed and built web apps for job management and sales, using *HTML/CSS/JS*, *AngularJS* and *PHP*.
- Designed and built *Objective-C* time management app for sale in Mac App Store, and internal design studio usage.
- Developed animations, interactive marketing and games for the advertising of national and international brands on the web, ATMs, in retail stores and sports stadiums, using *Flash*, *Actionscript*, *HTML/CSS/JS* and *After Effects*.
- Consulted on web and application development.
- Also prototyped games for mobile devices in *Unity* and *C#*, for *8interactive*.

November 2011 –
May 2012

CO-FOUNDER/DESIGNER/DEVELOPER

Spoink! Games, Wellington, NZ

- Co-founded gamification business, under the tutelage of a business incubator.
- Designed company branding and website.
- Contributed to design and served as primary developer on *Flash/Actionscript* games.

November 2008 –
September 2010
part-time while studying

SOFTWARE DEVELOPER

Paloma Technology, Wellington, NZ

- Maintained, supported and enhanced various web applications with small dev team, using *VB.NET*, *ASP.NET*, *SQL Server*, and *HTML/CSS/JS*.

September 2007 –
October 2008
full-time

SOFTWARE DEVELOPER

Quest Software, Wellington, NZ

- Maintained, enhanced and supported an enterprise email archiving product in small dev team, using *C#* with *ASP.NET* and *SQL Server*.

June 2006 –
June 2007
full-time

February 2005 –
June 2006
full-time

ANALYST/PROGRAMMER

CJN Technologies, Auckland, NZ

education

March 2009 –
November 2011

BACHELOR OF DESIGN INNOVATION (MEDIA)

Victoria University of Wellington, NZ

Dean's List of Excellence 2011

- Experience design
- Multimedia design
- Interaction design
- Game design

March 2002 –
November 2004

BACHELOR OF INFORMATION TECHNOLOGY

Nelson Marlborough Institute of Technology, Nelson, NZ

Average grade: A Lowest grade: B+

- Software design & development
- Database design & development
- Web technology
- Computer graphics

other ventures

- Leading interaction design and front-end development on cross-platform mobile game as joint venture with other developers and designers, using *Unity* and *C#*.

key skills

- Front-end development
- Wireframing & prototyping
- HTML5/CSS/JS
- AngularJS
- Unity
- SASS
- Animation & graphics programming
- Back-end development
- Interaction design
- React
- PHP
- C#
- Project scoping & oversight
- Native English speaker

other skills & hobbies

- Visual design
- App design & development
- Travelling
- Game design & development
- Film

for more info on my work visit skeletonclock.digital