

[ben@skeletonclock.digital](mailto:ben@skeletonclock.digital)  
[skeletonclock.digital](http://skeletonclock.digital)  
+61 452 417 554

## work experience

April 2016 – November 2016  
Melbourne

August 2015 – February 2016  
Sydney  
(after extended holiday)

May 2012 – March 2015  
Wellington

November 2011 – May 2012

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.

## DEVELOPER & DESIGNER

### Freelance/contract in Melbourne & Sydney, Australia and Wellington, NZ

In Melbourne, contracted with *Loc8* and startup *Bridge*:

- Built new *AngularJS/SASS/HTML* and *React Native* foundation for *Loc8*'s enterprise asset management system.
- Worked with small team of devs and designers at *Bridge* to add new features and refine their flagship *React/Redux*-based tradie workflow app.

In Sydney, contracted with digital agencies *MercerBell* and *Gruden/MobileDen*:

- Built promotional sites and *AngularJS/SASS/HTML* web apps for national and international brands including *American Express* and *Starbucks*.
- 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*.

In Wellington, worked regularly and collaboratively on-site with the design studio *EightyOne*, and the design/code shop *Xequals*:

- 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*.

## CO-FOUNDER/DESIGNER/DEVELOPER

### Spoink! Games, Wellington, NZ

- Pitched and co-founded gamification business with other designers and developers, under the tutelage of a business incubator.
- Designed company branding and website.
- Contributed to design and served as primary developer on *Flash/Actionscript* game engine and gamification platform for the web.
- Designed UI and served as primary developer on standalone bespoke *Flash/Actionscript*-based game for the web.

November 2008 –  
September 2010

part-time

## 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

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