

Christopher Grigg

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Introduction

I am available, from Feb 6th 2015 for employment on a contract or permanent basis.

Education

- MSc Electronic Imaging and Interactive Media: Merit, Sep 2005 - Bradford University
- BSc Business Information Systems: 2.1, July 2004 – Southampton Solent University
- A levels: Information Technology, Music Technology and Business studies, July 2001 – South Downs College

Key Skills

Management: Team leadership, certified Scrum Master (CSM), departmental communications, Agile.

Software: Flash Builder 4.5, Flash Professional CS5.5, Flash Develop, Adobe Air, Brackets, AngularJS, Eclipse for Android, AutoIt, SWF Studio, Google Web Designer, My SQL and SQLite, SVN (Tortoise SVN), DVCS (Tortoise HG), Fogbugz, Jira, Kiln, Jenkins, Ant, Gulp, Robot Legs, Adobe Photoshop.

Languages (in order of skill level): Actionscript 2 & 3, Javascript, XML, HTML, AJAX, CSS, SASS, ASP, PHP

Other: SEO and internet marketing, UML, OOP and design patterns, Business Process Re-engineering, Networking, conversational Spanish – passed an ‘elementary’ exam after studying for two months in Spain.

Experience

The Creative Engine – Technical Team Leader, Scrum Master, Technical Developer –
Nov 2010 to present

The Creative Engine is a Digital Media Agency specialising in retail and e-learning software. They have multiple clients including Intel, Sonos and JLP. Their largest project is the ‘Intel IPOS’ which is Intelligent Point of Sale software. It is installed on devices for sale in electronics retailers around the world such as Currys (one of the largest retailers in the UK) and Dick Smith (one of the largest retailers in Australia). The IPOS has been designed to draw attention to the PC within these busy retail environments and increase customer engagement to increase sales. I joined the company to build a new IPOS platform as the original was not built in a structured way and utilised dated technologies and programming methodologies. My role included:

- Working with one other developer to recommend new technologies, software and architecture for the new platform. After this we moved on to more detailed architecture and programming. More modern technologies such as AS3 and SWF Studio were utilised combined, with modern programming methodologies such as object oriented programming, TDD and design patterns. The benefits of this included:
 - Increased feature capabilities such as right to left languages and 3D graphics
 - Structured code which was easier to understand
 - Greater product reliability
- As AS3 is decreasing in usage, the technical team moved over to HTML. This started with a project for Sonos for the development team to learn how to utilise their equipment. This was developed utilising Google Web Starter Kit (HTML, CSS, Javascript, Node JS, Ruby & Sass, Gulp).
- We are currently developing a new Intel IPOS platform in HTML. This utilises the same technologies as the Sonos project. It will speed up development time significantly as we've learnt from the issues on the first platform (AS3) and HTML lends itself to faster development (HTML, CSS, Javascript, Node JS, Ruby & Sass, Gulp).
- As well as improvements to the software I also spear-headed improvements in the way in which the team worked. The improvements included:
 - Expanding the use of tools such as DVCS and a ticketing system (Fogbugz)
 - I introduced the utilisation of Scrum which was of particular benefit to The Creative Engine. This involved facilitating Scrum related meetings, removing impediments and coaching the team in Scrum. This gave the technical team the freedom to organise themselves at the same time as protecting them. In addition, it allowed better planning for the Product Owner and Project Managers and gave them transparency regarding what the technical team were working on.
- As I improved the way the Team worked, in Feb 2013 I was promoted to Technical Team Leader. Since then I have made more improvements to the way the whole technical team work. These include:
 - Looking after the welfare and development of the technical team i.e. encouraging training, mentoring and organising social events
 - The continuation in driving and advising all members of the company in Scrum and Agile
 - Strategically ensuring the team delivered IPOS products whilst achieving a high quality product and adhering to deadlines
 - Management of an offshore technical team in India.
 - Increasing consistency in software and software process methodologies. This saved time and money for The Creative Engine in various ways. For

example, sharing code between platforms and adopting modern IPOS technologies in other projects

- Liaising with the Project Management Team to organise resource and ensuring departmental time was given so important tasks could be fulfilled like the creation of utility products
- Liaising with other departments within the company such as QA and Design to co-ordinate workload and activities.
- The Project Management Team adopted a derivative of RUP (Rational Unified Process) to improve their process methodology. This had an impact on the Technical Team due to extra demands in planning and admin. I liaised between the Project Management and Technical Team to ensure, whilst adopting RUP, training was given and communication and knowledge distribution were consistent. After this I worked closely with the PM team to ensure the technical team's operations ran smoothly, for example I advised on estimates and negotiated on deadlines.

IBundle – Flex Developer – June 2010 to Nov 2010

IBundle are developing the SocialSafe application enabling a user to backup their Facebook, Twitter, Google+ and LinkedIn data. My role included:

- Development utilising Flex, Adobe Air and SQLite. The position required me to utilise Facebook's 'Old REST API' to download a users data and display it reformatted to the designer's specification.
- I inherited an application half way through development and learnt another developer's code. This was developed with the MVC framework and required development from front to back end.
- In this role, a lot of work was required to enhance the GUI to match existing designs and to improve the reliability and speed of download of data from Facebook.
- I mentored a graduate developer who was also developing Social Safe.

1000 Heads (online media agency) - June 2010

Developed a widget for Nokia, allowing users to navigate to a U.S retailer to buy a phone for \$1 at specific dates and times. I completed the project in half the time expected. (Flash CS3, Actionscript, PHP, My SQL)

Taste of the Vine - Web Project Manager and Developer, Marketing Manager - April 2006 to June 2009 and May 2010 (contractor for one month)

Taste of the Vine is a corporate entertainment company. The Managing Director sought to diversify into online software and redesign and develop the main website to increase industry awareness and online presence. My role included:

- Designed, managed and programmed all of the company's websites. This was to raise the companies profile in the events industry and to create a

more professional impression for potential clients visiting the sites. (Hand coded XHTML, CSS, Javascript, AJAX, ASP, PHP, Actionscript)

- Designed and programmed several major online Flash applications.
 - The 'Complete Wine Course' and 'World Wine Library' (now a leading online learning application) are applications to teach users on all aspects of wine online for free. Their purpose was initially to increase the customer database and site traffic and recommend wines linking through to wine vendors utilizing pay per click. Users may learn, take part in quizzes and keep scores. (Actionscript, XML, ASP, MS Access)
 - 'The Wine Adventurer's' primary purpose is a sales channel for a book written by the Managing Director of Taste of the Vine. It allows the user to view footage and information relating to the book in a fun and graphic way. (Actionscript, XML, PHP, My SQL)
- Considerable research and constant application of SEO regarding techniques in obtaining exemplary organic and paid results in Google. I achieved a page rank of 5 for one site with 2nd position on Google rankings for the phrase 'wine course'. Google describe this keyword as having high competition.
- I was involved in online marketing campaigns for each of the applications. This involved consulting on the best methods to increase awareness of the applications and the company including reciprocal links, blogging and submitting articles to well known journals.
- In addition to web design, I operated as event manager for over 100 corporate entertainment events. The role included client liaison (many blue chip companies) and management of staff to ensure the effective delivery of the company's wine tasting events.

Interests

Ironman Triathlon, Drumming, Studying Spanish and Travelling.