



Dan Richardson

About

I am a postgraduate researcher and software engineer with a passion for mobile technologies and education.

I develop mobile applications and full-stack web technologies, and conduct research using participatory design in public-facing roles.

Over the course of my PhD I have developed and published multiple applications and web platforms; organised and led research workshops and events (ranging from 5 - 50 participants); worked with many schools both in and outside of the classroom; interned with international institutions such as the Red Cross & Red Crescent; and written up, published and presented my work in international academic conferences.

Contact

T: +447533368835

dan.richardson.gs@gmail.com

View on **GitHub**
github.com/GSDan



Experience

PhD in Digital Civics (Human-Computer Interaction)

Open Lab, Newcastle University | 2015-Present

Led the research and development of the [OurPlace](#) project. Worked alongside schools, community groups and Newcastle City Council in a participatory design process. [Published and presented](#) this work at multiple international academic conferences.

Visiting Student Researcher & Developer

International Federation of the Red Cross Red Crescent, Geneva | Summer 2018

Co-developed and helped organise the [TalkFutures](#) engagement for the IFRC's Strategy 2030.

Visiting Student Researcher

Mooqita & the International Computer Science Institute, Berkeley | Autumn 2017

Developed and planned research studies for a prototype online education technology.

Research Associate

Culture Lab, Newcastle University | 2014-2015

Led software development on several Human-Computer Interaction research projects, with topics ranging from speech therapy to people experiencing homelessness.

Gameplay Programmer

Lemon Moose Games | 2014

Led server-side gameplay programming on a [fantasy football game](#), and worked in a team of five people on several C# Unity3D games.



Published Applications

[OurPlace](#) | [Xamarin Android](#), [Xamarin iOS](#) | [Google Play](#), [App Store](#), [GitHub](#) (lead developer)

Create, share and complete highly creative and interactive learning experiences about the places you care most about.

[MySkinSelfie](#) | [Xamarin Forms](#) | [Google Play](#), [App Store](#), [GitHub](#) (lead developer)

An NHS-approved app for tracking skin conditions through structured photos, with encrypted back-ups to the cloud.

[TalkFutures](#) | [Xamarin Android](#), [Xamarin iOS](#) | [Google Play](#), [App Store](#), [GitHub](#) (co-developer)

An engagement tool for the Red Cross Red Crescent to gather feedback from their volunteers.

[Hodlr](#) | [Xamarin Forms](#) | [Google Play](#), [GitHub](#) (lead developer)

Keep track of the fiat values of your crypto-currency transactions



Education

MRes and PhD in Digital Civics

How can mobile learning technologies better surface and utilise the civic value of places and empower the communities which give them meaning?

Newcastle University, 2015-Present

Computer Science Games Engineering Masters (MComp) First Class

Newcastle University, 2010-2014



Skills

Programming Languages and Frameworks

C# (Xamarin Android + iOS, Xamarin Forms, WebAPI, ASP.Net, Unity3D)

HTML, CSS, Python, C++, Javascript, Java

Other Software

Visual Studio, XCode, Git source control, Adobe Creative Cloud (Photoshop, Illustrator, Premiere Pro), Microsoft Office

Soft-Skills

Working with clients; writing and presenting results and findings; agile and participatory design methodologies; research and design workshops; handling sensitive data

Hobbies

Gaming, movies, photography, drawing, cooking, hiking