

DANIEL MASON

PERSONAL STATEMENT

Daniel has two software development related degrees and is staying in practice through personal projects and providing additional value to his employer.

Daniel constantly looks at how new technologies and techniques can be used to improve the quality of his work. At The Foundry, Daniel evangelised Vagrant and PhpStorm to help developers get set up and work much faster, as well as pushing for more testing and quality control. He helped move multiple departments to GitHub and managed a committee to write internal usage guidelines for the service. He released Open Source code under the Foundry's name, which was quickly picked up and used in internal projects. He is currently pushing for code reviews and a move to Docker based development and production environments.

Daniel can pick up new languages, frameworks and techniques very quickly, and loves to do so. He constantly looks for new ways to improve on what he's already doing.

SKILLS

Daniel is a skilled programmer, with experience in a wide range of languages. In the last year Daniel has been practicing:

Languages:	PHP, Gherkin, MySql, Javascript, Typescript, Bash Script, jQuery, HTML, CSS, SASS
Quality Control:	Travis, Jenkins, PHPUnit, Behat, PHPMD, PHPCS
Frameworks:	Laravel, Aye Aye Api, Symfony Components, Angular
Source Management:	Git, GitHub, Composer, Packagist, NPM
WebOps:	AWS, Docker, Vagrant
Other Tools:	PhpStorm, Gulp, Grunt, Masonry

EXPERIENCE

The Foundry Visionmongers - Web Developer	Oct 2014 - Today
Daniel was seconded to the Made With Mischief team. As the sole web developer Daniel's role covered almost every aspect of development from PHP to Frontend, and even Web Ops.	

The website was still under construction by a third party when Daniel joined so he initially spent his time writing Behat tests, helping him understand the processes and setting up a quality control system that would continue to be used until Mischief's shut down this year.

Daniel continued to maintain the main site, developing new features and resolving problems as they arose. He also built a new API from scratch using Aye Aye Api to quickly produce a fully RESTful interface that provides functionality to the website, the desktop app, and another unreleased application. App developers liked how easy the Api was to use due to the self documenting feature of Aye Aye.

Just prior to the shutdown of Mischief, Daniel was in the process of moving the website, api and database from two monolithic physical servers, into several AWS clusters. There were several phases to this plan which began with continuous deployment with Jenkins building AML's and pushing them to Elastic Load Balancer. The end goal was to use Docker to make better use of resources, with nightly rebuilds to keep everything secure and up to date. Unfortunately this never left the staging area for the unreleased application.

Loft Digital - LAMP Developer	Sept 2011 – Oct 2014
Work primarily involved developing server side functionality using PHP and MySQL, but also included working	

with JavaScript to provide client side functionality as well as creating and maintaining servers.

During a project to refurbish the “find a store” feature on Cyclescheme’s public website, used a framework he had been building at home. This was a precursor to Aye Aye Api and was so successful, it was used on Business Traveller, Cycle To Work Day, Craigmore, the internal Accounts system and the Homeless Worldcup. While the core ideas have stayed the same Aye Aye was rewritten almost entirely for scratch and is now available under the MIT license.

In August 2013, Daniel flew to Poznan, Poland to provide on site support during the Homeless World Cup. This was a highly demanding role during which Daniel provided extra value to both the sports and media teams. The role involved developing new features, as well as diagnosing and resolving problems that developed during the event.

Trinary Ltd - Managing Director July 2011 – July 2012

Daniel set up Trinary Ltd with the intention of using it to distribute free and paid games on the iOS platform.

Daniel used C and Objective C for software development as well as PHP and MySQL for the website.

Tesco Customer Service - User Acceptance Tester 2010 – 2011

Work involved running test scripts and freeform testing of the web based customer management systems and commerce site. Daniel also maintained the reports and wrote several tools and scripts for various uses.

University of Abertay Dundee - MSc Computer Games Technology 2006 – 2007

Daniel’s post graduate degree involved software engineering from a game development philosophy. This mostly revolved around 3D mathematics and rendering.

VMC Consulting - Functional Games Tester 2005 – 2006

This involved testing release candidate code for games on the Xbox and identifying and documenting defects.

The University of Bradford - BSc Cybernetics and Virtual Worlds, 2ii with Honors 2001 – 2004

This degree focused on human computer interaction including modules on interface design, robotics and VR.

CONTACT DETAILS

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More on request