Jamie Robertson
Digital design &
web development

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 Github profile
github.com/JamieRobertson

 LinkedIn profle
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Education:
Edinburgh College of Art - University of Edinburgh.
Received BA. Hons. in Visual Communication.
Graduated summer 2010.

Specialities:

SOFTWARE	LANGUAGES / SKILLS
Photoshop	JavaScript / jQuery / React/ ES7
Illustrator	Python / Django / Flask
InDesign	CSS / Sass
Flash	Ansible
Sketch	pHp / Wordpress
Blender 3D	Salesforce marketing cloud / ExactTarget

Professional experience:

Propellerhead Software, Stockholm
MARCH 2014 – PRESENT
Position: Web developer
Design & continous development for propellerhead.se
Design & development of newsletters and tracking of user engagement. Development of internal analytics dashboards.

Monki, Stockholm
APRIL 2013 - JANUARY 2014
Position: Graphic design / Final art
Design for a range of material for print and web. Development of online campaigns for monki.com. Design & development of the Monkibook - an internal site for communication with the store employees.

Bright Young Things Tuition, London
SEPTEMBER 2012 - MARCH 2013
Position: Mobile app designer/developer (freelance)
Design & implementation of a multiple-choice question mobile app using PhoneGap.

Craftsman Websites, London
JANUARY 2012 - AUGUST 2012
Position: Web designer / developer
A company set up with a friend to take on freelance design and development jobs.
Projects include the Notting Hill Carnival App a cross platform mobile app created with PhoneGap and the Google maps API.

Cover letter:

My name is Jamie Robertson, I currently work as a web designer at Propellerhead and I would like to apply for the role of Front-end developer at Unmade. I am from the UK and have been living in Stockholm, Sweden since early 2013.

Why would I like to work for Unmade?
I have been interested in Unmade since I was told about a tech startup called Knyttan that was using 3d printing technology to create short runs of custom garments.

The idea of employing programming to create something tangible immediately appealed to me as so often the results of coding tend to be so abstract and fleeting.

After researching the company further I began to become excited about what it also represented. Working with Monki, a sister company to H&M, I have gained an insight into the manufacturing side of the fashion business and know that increasingly, production is skewed towards big companies that can afford to place garment orders in the multiples of thousands. This has the consequence of raising the barrier to entry for many young aspiring knitwear designers with huge potential but without access to large amounts of capital and direct access to factories. I like that your company is disrupting this status quo and would like to be part of it.

What does Propellerhead Software do?
Propellerhead is a Swedish music software development company. It creates a number of music-making software apps for both desktop and mobile. Most notably it develops a software called Reason. Reason is termed a 'digital audio workstation', used professionally and for fun to record, produce and mix music. Propellerhead also creates the popular mobile apps Take and Figure.

What is my current role at Propellerhead Software?
Since March 2014 I have been doing web design and development for the main site, propellerheads.se. I use Python, JavaScript and Sass on a daily basis. The framework we use to develop the site is Django, which we use alongside multiple build tools. I also work with Salesforce marketing software to send newsletters and track user engagement. Most recently I have been developing internal apps and APIs that collect data about revenue and user engagement. I have been developing these using a range of technologies, eg. Flask, MongoDB, MeteorJS and HighCharts.

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