

## John McPherson – Junior Developer

*I am a junior software developer with experience in HTML5, CSS, and JavaScript. I have additional background in administration and freelance comics work. When not writing code, I am often writing comic books.*

### Skills

Languages	Software	Version Control
<ul style="list-style-type: none"><li>• JavaScript</li><li>• HTML5</li><li>• CSS3</li><li>• Python</li></ul>	<ul style="list-style-type: none"><li>• Illustrator</li><li>• inDesign</li><li>• XD</li><li>• Word</li><li>• Excel</li></ul>	<ul style="list-style-type: none"><li>• Git</li></ul>

### Experience

Comic book letterer  
Freelance

2016 – Present

*As letterer I worked with multiple remote teams to create a finished comic project. Taking the writer's dialog and the artist's final pages and using illustrator to combine the two in a visually appealing way with a focus on readability and conveying information in an easy to understand and user focused way.*

*Depending on the client's needs I would match the style and design of the previous letterer's work or create new styles from the ground up often with a quick turnaround time. As the primary goal of good comic lettering is to present information in an easy to understand way I have to have a good understanding of the user's experience. While not one for one this process has a lot of similarities with good UX design.*

*I also often do the final book design for the finished comic and prep the files for print. This also involves a good degree of UX design thinking and requires understanding of the technical requirements for both print and digital files.*

*As part of this role I would often have to incorporate feedback from editorial or other members of the creative team as well as offering feedback on other team members work.*

*This role has given me the following skills:*

- Familiarity with the Adobe creative suite including;
  - Adobe Illustrator
  - Adobe Photoshop
  - Adobe InDesign
- Creating finished work that provides a good end user experience.
- Selecting fonts that complement the artist's work.
- Creating unique sound effect assets and balloon shapes.
- Completing book design that evokes a positive reader experience.
- Working with teams remotely.
- The ability to hit deadlines effectively.

Comic book writer  
Freelance

2012 – Present

*As a comic book writer, I effectively worked as a project manager and recruiter for a remote team of creatives. As well as producing comic scripts it is my responsibility to make sure that we stay on deadlines,*

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and produce professional quality work. This involves giving detailed notes on every part of the creative process.

My work has achieved critical acclaim and I have been a finalist in multiple writing competitions and I won the 2019 platform comics short story competition.

As part of promoting my work I have run three Kickstarter campaigns, each one more successful than the last and attended multiple comic conventions to hand sell my books. I also maintain an online shop and an online presence.

During this role I have developed the following skills

- Writing good and clear copy.
- Putting together and managing a team of creatives and setting achievable deadlines.
- Marketing products, both at comic conventions and online through social media and crowdfunding campaigns.
- Running an eCommerce platform.

**Administrator**

**2012 – Present**

**Dixons Carphone**

I provide first line support to on road delivery teams. This would often incorporate problem solving including having to direct the crews to difficult to find properties, routing alternate crews to jobs if the original crew does not have the skillsets, and rerouting deliveries if customer is not going to be in.

I worked within a team to make sure we had coverage over the entire day. This meant it was important to make clear notes on orders.

During downtime I'd often implement new procedures including building an excel spreadsheet that tracked which drivers were not compliant with the working times directives. As a result of this our site went from 75% compliant to 98% within two months.

As part of this role I have developed the following skills:

- Working to, and achieving, specific KPI's.
- Working within a small team and making clear notes for colleagues
- Analysing processes and finding improvements where possible.
- Providing good internal and external customer service.
- Resolving problems in a timely manner and ensuring that any problems do not affect other customers.

## **Education**

**2021 – Present**

**Code Institute – Diploma in Software Development**

**2011 – 2012**

**Leeds Trinity – Post graduate degree in Magazine Journalism**

**2008 – 2011**

**Hull University – BA in English Literature 2.1**