

Mike Gregory

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Software & Skills

Familiar

- Apache.
- HTML & CSS.
- MySQL.
- Fundamentals of web security (mitigating XSS, SQL injections, CSRF).
- Bootstrap Framework.

Good Knowledge

- Linux server admin.
- Bash & Batch scripting.
- Git & SVN source control.
- LAMP Stack.

Proficient

- Adobe Photoshop & Illustrator.
- Windows, Linux and Mac OS X.
- Mac server admin.
- Docker & Rancher.
- PDQ Deploy & Inventory.

Web Languages

PHP

- Self-taught with 2 years of casual use.
- Experience developing sites with pure PHP, micro-frameworks (Slim) and libraries.
- Experience with Composer.
- Limited experience with developing Moodle plugins.
- Familiar with PHPUnit for unit testing, and Behat for functional testing.
- Moodle Style Guide.

JavaScript

- Self-taught with ~9 months of daily use.
- Comfortable using the Riot (and RiotControl) framework for front-end site development.
- Experience with NPM & Node.js for back-end JavaScript.
- Very familiar with the Sails framework.
- AirBNB Style Guide.

Notable Projects

- **Developed an in-house job tracking & inventory management system.** Replaced an aged, hard-coded PHP website with a clean, modern, user-friendly site. Mirroring the fundamentals of a social network, co-workers are able to tag IT staff on important jobs and comments, and receive notifications if they've missed a relevant update or comment on a relevant job. Non-IT staff are able to report new issues directly into the system through a desktop shortcut, reducing the volume of calls and emails to technical support.
- **Co-developed a Moodle plug-in to allow college applicants to upload and manipulate their student photographs before enrolment,** allowing cards to be pre-printed before their arrival. This slashed the number of staff required to operate camera equipment on enrolment day, with very positive feedback from those involved. Eliminated the (previously mandatory) technical roles for non-IT staff and alleviated anxiety of operating unfamiliar computer & camera equipment.
- **Developed a RESTful API for our deployment software.** Able to deploy software, shortcuts, fixes & utilise Wake-On-Lan all through a browser or mobile phone. Implemented features missing within application e.g. mass deploying multiple packages of software.

Employment History

April 2015 – Present

I.T. Technician Greenhead College

Primarily provide second line support to staff and students, but with emphasis on server operations and software development. Responsible for two suites of Mac clients and Mac server administration, as well as some Linux & Windows servers. Team leader on enrolment, managing a group of non-IT staff on photo acquisition & card distribution. Reduced this number to 7 core members through co-developing an online portal and pre-printing cards, allowing remaining staff to be reassigned to busier areas. Responsible for ensuring that all computers have the latest updates, software and security by curating the deployment software's catalogue.

August 2014 – April 2015

Assistant Computer Technician Greenhead College

Provided first line support for staff & students, and administration of the Mac clients. Responsibilities included liaising with staff and troubleshooting a variety of issues. Developed a suite of scripts to automate Windows client maintenance to reduce IT staff workload. Replaced an aging job & inventory website with a modern in-house system designed from the ground-up for collaboration, allowing staff to work together on jobs, track inventory items and communicate effectively regarding an issue.

April 2014 – May 2014

Contractor (VFX Artist) University of Bradford Digital Media Working Academy
Client: Trelleborg AB

This project required modelling an industrial component from reference CAD models and photographs, as well as communicating directly with the client to ensure a high quality end product. Worked closely with the animator to design a new animation tool in MEL to allow him to animate a part of the model that would have been difficult and time-consuming otherwise.

November 2013 – May 2014

3D Generalist We Are Soldier (Independent Short Film)

Participated in group-based work as part of a university module for an independent short film. Role required the production of layout animation, modelling, shading and rendering, as well as technical support for difficult shots.

September 2013 – December 2013

Teaching Assistant University of Bradford

Assisted the teaching staff with two modules during final year at University. Worked one-on-one with first year students to teach the basics of modelling, shading, and animation within Maya. The second module involved teaching and facilitating the learning of MEL (Maya Embedded Language). This included personalised teaching tailored to the individual student, some with no knowledge of programming, how to code efficiently and follow industry best practice.

Education History

September 2011 – July 2014

BSc Computer Animation and Special Effects University of Bradford

1st Class Honours and awarded the Animation/Visual Effects Prize.

Graduated from Bradford University with a first class degree specialising in programming and data-driven animation. Final year project was a photo-realistic animation of the controlled demolition of a university campus building. This involved creating a brand new pipeline in Python for importing data from one CGI package to another, data manipulation, and researching photo-realistic rendering methods for smoke & destruction simulation.

VFX showreel can be viewed at <https://youtu.be/jhRiZPNueRc>

September 2008 – July 2010

BA Japanese University of Leeds

Studied Japanese at the University of Leeds for one year, and spent one year studying at Kobe Gakuin University in Kobe, Japan. Ultimately decided that Japanese wasn't the right choice, and changed to study computer animation at Bradford instead. Did not receive a degree from Leeds, but learned many important life skills such as how to be self-reliant and deal with stressful situations. Studied visual effects between university and learned the various industry packages. Volunteered to work (unpaid) for JapSoc, the Japanese Society, as their graphics designer.

Hobbies & Interests

- Interested in amateur photography and astrophotography.
- Keen eye for graphic design, including designing logos and elements for websites.
- Enjoy team-building activities.
- Climbing, abseiling and high-rope courses.
- Developing personal websites, such as a home recipe system to organise meal plans and provide statistics on ingredients, calorie tracking & cost estimation.
- Raising money for local charities through activities such as sponsored sky dives and walks.
- Full, clean, UK car & motorcycle licence. Keen motorcyclist and enjoy travelling.

References are available upon request.