# Oliver Redman

Software Engineer & UX/UI Designer

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# PROFESSIONAL EXPERIENCE

#### 2021 • Software Engineer & UI/UX Design Lead

Soldel, England

The development and design of Vue Webapp's at Soldel, responsibilities include making architectural decisions, creating and implementing designs and features, directly talking to clients / businesses to realise design expectations and presentation of said designs.

#### 2021 Front-End Developer & Co-Creator

Lifted Labs, Brighton, England

Development of a music NFT DApp built with Vue, Vuex, Docker and the Ethereum blockchain. My responsibilities include implementing design elements, adding features, creating and implementing animations, solving Github conflicts, Co-leading the dev team, this includes creating and assigning Github issues to other team members and ensuring deadlines are met.

#### 2020 • Freelance Front-End Developer

Simon Rendall, London, England

Portfolio website for a London based music producer, responsibilities included working closely with the client to realise design expectations and implementation of all design and animated elements.

### 2021 • Freelance Designer & Developer

Mailgo, Monza e Brianza, Italy

Open source contributor to Mailgo, an alternative to the standard HTML mailto. Responsibilities included creating neumorphistic designs and implementing them using SCSS.

#### 2020 • Developer

Oliver Redman, Brighton

Mobile eCommerce webapp made with Vue, Vuex, Vue-router. Responsibilities included converting Figma design to code and implementing all features.

# 2019 • Live Sound Engineer & Stage Manager

Glastonbury Festival, England

At Glastonbury my job was to ensure a high quality experience for thousands of people, within an extremely short timeline. Responsibilities include, quickly finding and solving all technical issues, managing artists/ the stage to ensure everything goes according to the tight schedule, while also guaranteeing a high level of audio quality.

# **EDUCATION**

## 2018 • Diploma in Music Production and Live Sound Events

This course taught me how to produce sound/music to a professional quality standard while also ensuring I learnt good practices for running audio for live sound events. From: Bimm. Grade: Distinction.

# Technical skills

| Vue.js         |
|----------------|
|                |
| JavaScript     |
|                |
| Figma          |
|                |
| THREE.JS       |
|                |
| Responsive CSS |
|                |
| Tailwind CSS   |
|                |
| Git            |
|                |

# Soft Skills / Extras

- Professional remote communication setup
- 3d modeling