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[https://github.com/
PaulSMilne](https://github.com/PaulSMilne)

Profile

I have worked in IT since 1984, beginning at the Alaskan Department of Education in the early days of word processing and the Internet.

In my most recent position I spent 18 years at the University of Edinburgh as the web manager for the EDINA web site, primarily to review, edit and maintain the content; the position also involved extensive HTML and CSS coding.

In September 2016 I took the opportunity to enrol in a 16-week intensive course to learn high-level programming at CodeClan in Edinburgh. I wanted to expand on the part of my previous job at the University that I really enjoyed and got the most satisfaction from.

Taking the course has been a tremendous challenge, and the experience has confirmed my decision to make the change in my career. I feel I now have the right programming basics, the long-term experience and fresh enthusiasm to be an asset in any programming team.

Experience

Programming Student, CodeClan; Edinburgh — September 2016-January 2017

The 16-week intensive CodeClan course teaches the basics of programming, specifically Ruby, Java and JavaScript. During the Java module we were also introduced to the Android development environment and taught the fundamentals of building mobile apps.

During the *Ruby* module we used the Sinatra framework to develop web applications. As a personal project I built a voting system for a pub of the year competition.

For the *Java* module I wrote unit-tested code to allow customers to make purchases from a shop and transfer funds from customer to shop, and from shop back to customer in case of a refund.

For the *JavaScript* team project, my team built a working browser card game using characters and venues from a popular video game of the 1990s. I mainly worked on the front end design and implementation of the game.

Web Manager, University of Edinburgh; Edinburgh — 1998-2016

My remit was to maintain the EDINA general corporate site (<http://edina.ac.uk>). This included making sure content is up to date and correct, posting news stories, making web edits, and contributing to the strategic direction of our web presence.

I was also responsible for the editing and production of promotional, corporate and training materials, both print and online, and editor and production of *Newsline*, EDINA's quarterly newsletter. I also had a role overseeing the accessibility of our web site and services, and authored the official accessibility policy.

Print Production Layout Artist/Web Manager, Moray House College of Education (now part of the University of Edinburgh); Edinburgh — 1992-1998

I was on the team which produced all printed publication at Moray House, using desktop publishing and graphic design software to produce print-ready artwork. During this time I was seconded onto Moray House's first web team, and was instrumental in the content, design and implementation of Moray House's first web site (no longer available on the Internet Archive, unfortunately).

Documentation Assistant, Scottish Wildlife Trust; Edinburgh — 1988-1990

I was responsible for electronically typesetting and print production of promotional materials, rangers' reports and other corporate materials. I also worked on the Scottish Wildlife Trust magazine using desktop publishing software.

Administration Assistant, Alaska State Department of Education; Juneau, Alaska — 1984-1986

I worked my way up from telephonist/receptionist to word processing and general document handling in a busy state education department.

Education

Humboldt State University, Arcata, California — BA Eng Lit , 1980

Personal

I'm a keen creative writer of poetry, songs, short stories, and have a couple of unfinished novels on the go. I have been involved with my local amateur dramatic society, and local transition town initiatives. Lately I have taken up cycling for sport and fitness as well as general transportation.

My personal blogs are paulmilne.wordpress.com and bicycleoflife.wordpress.com.
