PAUL MILNE

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Profile

After managing a divisional website for 18 years at the University of Edinburgh, in September 2016 I decided to take my passion for technology to the next level by enrolling in a 16-week intensive course to learn high-level programming at CodeClan in Edinburgh. I wanted to take the part of my previous job at the University that I loved the most and make a new, better career for myself.

My experience at CodeClan has confirmed my decision to make a career change. I feel I now have the right programming basics, team attitude, long-term work and life experience and fresh enthusiasm to be an asset in any programming environment.

Experience : Coding

Programming Student, CodeClan, Edinburgh: Sept. 2016 – Jan. 2017

The 16-week intensive CodeClan course teaches the basics of programming, working on our own and in teams. We have learned Ruby, Java and JavaScript. During the Java module we were introduced to the Android development environment and taught the fundamentals of mobile apps.

We finished each module building a project to a given brief:

Ruby: *Individual project* – I built an online voting-registration system for a 'pub of the year' competition, using the Sinatra web framework and PostgreSQL. The system prevents participants from repeat voting, and limits each to just three votes.
https://github.com/PaulSMilne/assignment1

Java: *Individual project* – 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. The system also keeps track of stock and allows customers to have multiple methods of online payment.
https://github.com/PaulSMilne/assignment2

JavaScript: *Team project* – My team built a working browser card game using characters and venues from a popular video game of the 1990s, using the NPM Express server, Webpack to bundle script files and the NPM Mocha test environment. The players can choose how many cards are in a hand and what artwork they want to use as a backdrop, using the Google Maps API to allow users to pick venues. There is also music for each phase of the game, and leaderboard for high scores. I mainly worked on the front end of the game, using my strong experience in HTML, CSS and JavaScript.
https://github.com/PaulSMilne/codeclan_team_project

Other work: *Pair programming* – In my first pair programming independent lab, my colleague and I planned and built a program in Ruby to write haiku poems from a vocabulary of nature and seasonal words. The poems are not grammatically correct, but they have the right number of syllables and incorporate essential haiku seasonal imagery. I found it tremendously exciting to work with others to craft robust code and bring an application of our own devising to life.
https://github.com/PaulSMilne/wk2d3-homework-haiku

Experience : Work experience

Web Manager, University of Edinburgh, Edinburgh: 1998 – 2016

As part of a small web team, my remit was to maintain the EDINA corporate site. This included updating and correcting content, posting news stories, making web edits, and contributing to the strategic direction of our web presence. The position involved extensive HTML and CSS coding. I also had a role overseeing the accessibility of our website and online services, and authored the official accessibility policy.

In addition to the website, I was responsible for the editing and production of promotional and training materials, both print and online, and of *Newsline*, EDINA's quarterly newsletter.

Print Production Layout Artist/Web Manager, Moray House College of Education, Edinburgh: 1992–1998

I was on the team responsible for the production of all printed publications at Moray House College of Education (now part of the University of Edinburgh), using desktop publishing and graphic design software.

During this time I was seconded to Moray House's first web team, and was instrumental in the content, design and implementation of Moray House's first website.

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

I was in the documentation team responsible for digital typesetting and print production of promotional materials, rangers' reports and other corporate materials.

I also produced digital artwork for 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 the admin team of a busy state education department.

I was in charge of downloading material from an education mailing list a colleague, using a modem hooked up to a thermal printer.

Education

CodeClan, Edinburgh: Professional Development Award in Software Development, in progress (qualification at SQCF Level 8)

Humboldt State University, Arcata, California: BA English Literature , 1980

Personal

I'm a keen creative writer of poetry, songs and short stories, and have a couple of 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.