About I am a skilled and motivated technical developer, with experience in full stack web development and digital design. I am a self taught coder with a strong lean towards web, picking up snippets of other languages along the way.

When working in development, I like to combine my past design experience and game development knowledge to produce clear, optimised code and pleasing results.

Skills

Technical - fluent in

HTML5, CSS3 (+ SCSS, Bootstrap, Foundation), SVG (+ hand coded, animated),

PHP (+ wordpress), Javascript (+ jQuery, ES6, Vue, Angular 4)

- working knowledge of

NPM, Gulp, Grunt, Amazon AWS, WAMP/LAMP Servers, SQL, Webpack

Software - fluent in

Photoshop (10+ years experience), Illustrator

- working knowledge of

Full Adobe Suite, 3D Software

Education

2012 University of Bolton

3D Games Art Bachelors (Honors) First Class

2009 Bay House Secondary School & Sixth Form

A Levels

Graphic Design C Maths

Physics D

2007 GCSE's

12 A*-C Grades including

Maths **Physics** Α Graphic Design ICT Α

Employment

Present Senior Web Developer (Full Stack Wordpress)

Minerva Creative - Design Agency (Manchester)

Working in a tight knit team to produce bespoke Wordpress websites Balancing 3-4 sites in active development, as well as amends to live sites Mentoring and assisting juniors on development best practices Implementing Unique Selling Points (eg, interactivity, CTA's)

Deploying finished sites, preparing the final builds, and assisting migration

2015 Web Marketing Lead / Full Stack Web Developer

Red Hot Chilli Northwest - Commercial Appliance Retailer (Warrington)

Supervising content production for sales & marketing Full Stack Development of bespoke company site

Training new apprentices with the content management system

2014 Sales & Marketing Assistant

Red Hot Chilli Northwest (Warrington)

Producing & maintaining the website content in a small team Actively researching sales and promotional leads Design of promotional media for print & web

2012 Student Art Director and Co-producer

Bolton Dev Studio - Student Based Development Project (Bolton University)

Co-leading a self motivated team of 30 students over a 7 day game jam

Preparation, presentation and organisation of project

Working to a tight deadline in a professional agile studio environment Quality Control, ensuring team worked to a consistent standard

