## Template

### Intro

**The Project:**  Hello

**The Role:**  Hello

**The Toolkit:**  Hello

**View Me**

### Image 1

[Website / full screen big image/ Codepen]

### Copy 1

[Detail of a feature]

### Images

[Gallery/tiled images] consider CSS-grid?

### TODO required:

### TODO bonus:

## Blackjack

### Intro

**The Project:**  A web app game of Blackjack. Fully playable for up to 5 players.

**The Role:**  Personal project. Learning Vue.js.

**The Toolkit:**

* Javascript framework = Vue.js with Vuex and ES6
* Built with webpack - postCSS and babel
* Google Material icons

**View [live project]. View source on [github]**

### Image 1

The Game. IPad/Tablet Wrapper iframe.

### Copy 1

My goal was to learn Vue.js by actually making something with it. The project was built with ES6, and I used a number of modern JavaScript features such as the [spread] operator, [arrow] functions and [promises]. For backwards compatability I also used webpack with Babel and postCSS.

The Visuals are all custom made SVG elements. Animations are built with almost entirely CSS only transitions, with a few javascript triggers.

### Images

* Game action shots
  + cards dealt
  + blackjack
  + controls
  + options menu
* SVG
  + row/stack of Chips
* vuejs modules (some tree diagram)

### Copy 2

I decided to build blackjack for a few reasons. Card games have only a few moving parts for a start. Blackjack has a fairly simple set of rules and a typical round only lasts a few minutes.

Despite the simple rules, there were still a few tricky moments in programming the gameplay, with betting and special player actions.

In Blackjack a player is allowed to ‘split’ a pair into two hands. By paying an extra bet his two cards become two independent hands. Because of this rule, special edge cases had to be made in the ‘win/lose’ conditions that treated the hands independently from each other, and bets had to be adjusted too (losing one hand doesn’t knock the player out instantly)

### TODO required:

Ipad frame (svg). (The svgs from original folio (screens/mobile/etc) are in the \_includes folder)

### TODO bonus:

(See the project index page)

## CAMMS

### Intro

**The Project:**  A corporate ‘brochure’ website for an international SAAS company

**The Role:**  Senior Web Developer at [Minerva creative]

**The Toolkit:**  WordPress | Foundation

**View [Live project]**

### Image 1

Homepage

### Copy 1

The task was a complete modernisation of the existing CAMMS site. The original site was overflowing with text-only content, and our role was to present this information to the customers in a site that was clearer for the user and easier to maintain by the team at CAMMS.

The project was built under a short timescale, from concept to deployment in three months.

### Images

* Templates
  + 1-2 solutions. Maybe gif to rotate between?
  + About page

### Copy 2

My role as lead developer was to oversee production of a number of highly modular and customisable templates. CAMMS offers a large number of software solutions, tools, and services at varying levels of detail. This information is presented on the site with only a few, highly flexible templates.

I also animated all SVG icons on the site, and an interactive map showcasing the company’s international offices.

### Images2

* SVGs
  + Pig
  + Demo
  + Chat
* Contact map (mock up in Codepen?)

### TODO required:

Prep icons for standalone presentation

### TODO bonus:

Animated Template as gif

Codepen map (clean up). Or just animate gif

## Red Hot Chilli

### Intro

**The Project:**  Online E-catalogue to sell refurbished commercial catering equipment

**The Role:**  Full stack web design and development. In-house

**The Toolkit:**

* WordPress (bespoke theme/plugin development) |
* MySQL and Microsoft Access database
* Amazon AWS Hosting
* Illustrator SVG icons

**View [Live project]**

### Image 1

Homepage

### Copy 1

The Website at Red Hot Chilli is an online catalogue, using a custom-made CMS system built around the WordPress database functions. The site’s frontend is a responsive, fully featured design with a very lightweight footprint.

The custom backend consists of a number of separate PHP modules that combine to create the shop catalogue environment. While each component can work independently, the more complex functions rely on a library of core variables. For example, the navigation relies on unique page references, and the category pages rely on pre-assigned filters.

### Images

* Templates
  + Homepage
  + Category page
  + Detail page
* Style guide

### Copy 2

Product info was recorded on an existing Access database. I needed to modify some parts of the product table to include website specific information, such as “live on site”, but mostly the table remained untouched, and little redevelopment was needed on existing Access forms.

The core function of the CMS is to convert the database into user friendly output. This included clear specs and descriptions. A large number of customers still prefer measurements in feet and inches, so I have made sure to include a simple mm to feet/inch converter.

### Images2

* SVGs
* Dynamic scaler

## SVG Iconography

### Intro

**The Project:**  A presentation and live demo of a number of SVG elements that I have produced.

**The Toolkit:**

* Illustrator (preparing and tidying vector illustrations)
* Brackets code editor. Manually cleaning up SVG’s, and styling/animating them with CSS
* [SVGOMG] online configurable optimisation and minification of SVG’s.

### Image 1

* Animated icons x 6
  + Charlie (dancer)
  + Ridings (coin/flower) svgs from Minerva site)
  + Pro-Install (home security/maintenance)
  + Rembrandt

### Copy 1

As well as animating designs in the agency, I also hand-coded a number of designs for my personal projects.

### Images

* JR logo (drawing animation)
* Computer (outlining, then colouring in)
* Weather (with selector)
* Screen/tablet/phone

### TODO required:

Prep icons for standalone presentation

### TODO bonus:

Animated weather.

Super bonus = animated screens. Would probably need redoing to use the same elements in each

## Other Sites

### Intro

A range of smaller sites that I worked on as sole developer.

### Recruitment room

**The Project:**  Recruitment agency site

**The Role:**  Web Developer (Solo development) at [Minerva creative]

**The Toolkit:**  WordPress | Foundation

**View [Live project]**

[home page]

### Arcane

**The Project:**  Cocktail bar in Manchester

**The Role:**  Web Developer (Freelance)

**The Toolkit:**  WordPress | [Bulma CSS] framework

**View [Live project]**

[home page]

### Villa Romana

**The Project:**  Italian Restaurant in Liverpool

**The Role:**  Web Developer (Solo development) at [Minerva creative]

**The Toolkit:**  WordPress | Bootstrap

**View [Live project]**

[home page]

### Cuzina

**The Project:**  Greek Restaurant in Nottingham

**The Role:**  Web Developer (Solo development) at [Minerva creative]

**The Toolkit:**  WordPress | Foundation

**View [Live project]**

[home page]

## About

### Intro

I am a skilled & 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 languages, picking up samples of other languages along the way.

I like to combine my past design experience and game development knowledge to produce optimised code and pleasing results.

### Skills

**Fluent In**

* HTML5 | SVG (hand written)
* JavaScript | ES6 | Angular 4 | Vue.js
* CSS3 | SASS | Bootstrap | Foundation | PostCSS
* PHP | WordPress | SQL
* Adobe Photoshop | Illustrator
* Microsoft Office | Visio | Access

**Working Knowledge of**

* NPM | Gulp | webpack
* WAMP | Amazon AWS
* VBA | Python | Lua
* Other Adobe Products
* Autodesk 3Ds Max

### Education

**2012 – University of Bolton**

3D Games Art – Bachelors (Honors) First Class

**2009 Bay House Sixth Form, Gosport (A Levels)**

A - Maths

C - Graphic Design

D - Physics

**2007 Bay House Secondary School, Gosport**

12 A\*-C grades, including

A\* - Maths

A – Graphic Design

A – Physics

A – ICT

A – Chemistry

B – English

### Employment

**Present Minerva Creative - Design Agency Manchester**

*- Senior Web Developer (Full Stack Wordpress)*

Working in a tight knit team to produce bespoke Wordpress websites

Balancing 3-4 sites in active development, as well as ammends 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 Red Hot Chilli Northwest - Commercial Appliance Retailer**

*- Web Marketing Lead / Full Stack Web Developer*

Supervising content production for sales & marketing

Full Stack Development of bespoke company site

Training new apprentices with the content management system

*- Sales & Marketing Assistant*

Producing & maintaining the website content in a small team

Actively researching sales and promotional leads

Design of promotional media for print & web

**2012 Bolton Dev Studio - Student Run Development Project**

*- Art Director and Co-producer*

Co-leading a self motivated team of 35 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

Communications link between artists and other disciplines

## Bonus List

* Wordpress Toolkit
  + Slider
  + RWD pagination
  + ???
* BillieJS slider
* Portfolio
* Weather App
* Dunalastair Remix?
* Barnes village