



Dan Rowden

Curriculum Vitae

Work experience

Independent designer and developer

January 2008 to present

Design, development and marketing projects for small- and medium-sized businesses, magazine publishers. Web app development using Django; marketing sites (mostly Wordpress or static builders). Consultation on social media and online marketing.

Entrepreneur, founder

March 2012 to present

Created various web applications and founded three companies: *Maggly* (2014), a magazine-focused website publishing platform; *Magpile* (2012), an online reference to magazines, community, and e-commerce platform for publishers; and *Subsail* (2016), a platform for independent publishers to sell and manage magazine subscriptions.

Senior developer, Crew (Finland)

December 2014 to October 2015

Back-end (PHP) and front-end development. Worked on the core product, single-handedly forming and coding new features for the main Crew marketplace.

UI designer, Akvo (Finland)

July 2014 to October 2014

Prototyping, design, front-end and Wordpress development for a non-profit, working on web and mobile applications used in the aid and international development fields.

UX designer, King Abdullah University of Science and Technology (Saudi Arabia)

January 2013 to February 2014

In charge of bringing more of a user-based focus to the team's web output, plus duties from previous position.

Front-end developer, King Abdullah University of Science and Technology (Saudi Arabia)

July 2010 to January 2011, July 2011 to January 2013

Lead front-end developer for web projects across the university, project co-ordinator, responsible for (and initiator of) version control and development/staging environment, liaison with IT department for design team's network infrastructure requirements.

Academic qualifications

Helsinki Metropolia University of Applied Sciences (Finland)

2005–2010

Bachelor of Engineering (BEng) degree in Media Engineering

Cross-media creation and production (including web, print, video, audio), networks, mathematics, image processing, European business and technical writing.

Cape Peninsular University of Technology (South Africa)

Spring 2007

Multimedia Equipment course (exchange semester)

University of Exeter (England)

Autumn 2006

Introduction to Programming with Java (online course)

Saffron Walden County High School (England)

2002–2004

A Level — Product Design, German, Pure and Applied Mathematics, Geography

Skills

- Web development
 - HTML, CSS (SASS, LESS), Javascript (jQuery, Vue.js)
 - Python (Django), PHP (CakePHP, Codeigniter, WordPress)
 - MySQL, SQLite
 - DevOps, server and domain management
 - Git
- Design
 - Web and mobile UI design
 - UX design and Information architecture
 - Wireframing, interaction design, prototyping
- Product design, concept planning, project management
- Digital marketing and strategy, branding, social media
- Languages
 - English: mother tongue
 - Finnish: good
 - German: basic

Other experience

- Host of *Mag Heroes* podcast (2013–present)
- Voice over work for a university phone system (Saudi Arabia, 2011) and a university video instructional video (Finland, 2009)
- Player in successful local football team, winning all major tournaments (2010–2014)
- Self-published children's book author (2010)
- Football player in Finnish 4th Division (2008)
- Self-published comic book author (2007)
- Volunteer work with orphans in Cape Town, South Africa (2007)
- Volunteer community service working for DARG animal rescue shelter, Cape Town, South Africa (2007)
- Bass player in a local jazz and blues band (2002-2004)
- Ran a t-shirt company at age 15 (2001)

Interests

- Design, architecture
- Magazines and print media
- Photography
- Travel
- Football

Contact details

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