David Basalla - CV

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Profile

I am a full stack web developer with a leaning towards frontend development. My recent focus has been on *ReactJS*, *Node* and *CSS* but I am comfortable working on any part of a web application stack. I have spent three years working for digital consultancies for high profile clients such as HSBC, Government Digital Services (UK) and Fortnum & Mason. I also worked for two years as a developer for the UK Civil Service on the GOV.UK website, where I had my first experience at leading a team of developers.

I also have a unique background in 3D Visual Effects which was my first career before Programming. I started in 2005 and worked as a Lead and Senior Technical Director on movie blockbusters such as *Avatar*, *Transformers*, *Harry Potter*, *Batman* and *The Hobbit*. This mostly consisted of using dedicated software as well as *Python* scripting to create realistic 3D Graphics. I also supervised teams of up to 30 VFX artists on *Avatar* and *Skyfall*.

I excel through my precise and reliable work ethic by delivering high quality results and through excellent and empathetic communication skills. I follow test-driven development since for me it's an effective way to describe problems and specifications declaratively. I enjoy combining my coding and graphics skills to create visually rich and complex user experiences.

Work

DEVELOPER, RED BADGER, LONDON – NOVEMBER 2017 - PRESENT

Working with *React*, *Node*, *Ruby on Rails*, *Java*, *AWS* (and more) on projects for

- HSBC - Credit Card Application app for Hong Kong market
- Fortnum & Mason - E-commerce platform for all digital sales

DEVELOPER, GOVERNMENT DIGITAL SERVICES (GDS), LONDON – JUNE 2016 - NOVEMBER 2017

Working on different teams on the GOV.UK platform (the UK government's website) across various Publishing and Rendering Applications and the refactoring of the micro service architecture, focusing on backend work.

- Stood in as team tech lead for 4 months (as other tech lead was away on parental leave)
- Working with *Ruby on Rails, Sinatra, Javascript/JQuery, Django, Mongo, PostgreSQL*
- Providing out of hours support for a week once ever 2-3 months

DEVELOPER, UNBOXED CONSULTING, LONDON – APRIL 2015 - MAY 2016

Worked primarily with *Ruby On Rails* on a variety of projects, with focus on Agile delivery and test-driven development.

- Revamp of E-petitions for GDS, updating the popular petitions website with new design and features (https://petition.parliament.uk/)
- Internal projects for Unboxed, using *Ruby on Rails, Flask* and *Angular*
- Contracted at GDS (since October 2015) as part of a team, worked on a number of *Ruby on Rails* apps that support the GOV.UK website

LIGHTING TECHNICAL DIRECTOR, WETA DIGITAL, WELLINGTON – SEPT - NOV 2014

Short term contract to work on *The Hobbit: The Battle of the Five Armies*

CG SEQUENCE SUPERVISOR, DOUBLE NEGATIVE, LONDON – 2011-2013

I led a team of 3D artists on *Skyfall* as CG Sequence Supervisor. The job required management of up to 30 people working in various disciplines over more than 100 shots, as well as creative and technical guidance. I also worked as Senior Lighting Technical Director to produce convincing lighting and shading for *Thor: The Dark World*, *Total Recall* and *The Dark Knight Rises*, mostly with non-proprietary software. I wrote Python scripts with simple Qt UIs to automate tasks for myself and colleagues.

SENIOR LIGHTING TECHNICAL DIRECTOR, INDUSTRIAL LIGHT & MAGIC, SAN FRANCISCO – 2010-2011

I worked as Senior Lighting Technical Director on *Transformers: Dark of the Moon*. I also enrolled in internal Python training classes and wrote Python scripts to automate tasks.

SEQUENCE LEAD TECHNICAL DIRECTOR, WETA DIGITAL, WELLINGTON – 2008-2010

I worked as Sequence Lead to provide creative and technical support and guidance to a team of up to 20 Lighting technical directors on *Avatar*. I also worked as a Lighting Technical Director on *Tintin*.

LIGHTING TECHNICAL DIRECTOR AND GENERALIST, DOUBLE NEGATIVE, LONDON – 2006-2008

I worked as Lighting Technical Director to produce convincing lighting, texturing and shading for *Harry Potter and the Half-Blood Prince*, *The Dark Knight*, *Harry Potter 5*, *10,000 BC* and *Stardust*.

TEXTURE & LIGHTING TECHNICAL DIRECTOR, MPC, LONDON – 2005-2006

In my first job I worked as Junior Lighting and Texturing Technical Director to produce convincing lighting, texturing and shading for *Sunshine* and *Poseidon*.

Education

MSC COMPUTING SCIENCE - IMPERIAL COLLEGE LONDON, 2013 - 2014

Awarded Distinction

Subjects: Object-Oriented Programming, Logic, Operating Systems, Computer Architecture, Algorithms, Databases, Graphics and Artificial Intelligence

Final Project: Browser-based Medical Image Viewer Application written in WebGL, JavaScript and HTML5

MSC COMPUTER ANIMATION - BOURNEMOUTH UNIVERSITY, 2004 - 2005

Awarded Distinction

Subjects: Object-Oriented Programming, Graphics, Mathematics

Projects: Scripted Forest Generation with Maya and Renderman, OpenGL/C++ snowball shooter game, OpenGL/C++ flocking system

BA COMPUTER VISUALISATION AND ANIMATION - BOURNEMOUTH UNIVERSITY, 2001 - 2004

Awarded Distinction

Subjects: Object-Oriented Programming, Graphics, Mathematics, Operating Systems, Film Studies

Projects: Dramatic architectural visualisation of post-war Berlin, OpenGL 2D puzzle game

Technical Skills and Experience

LANGUAGES/ APIS/ FRAMEWORKS

Ruby, Python, JavaScript, Java, C++

Ruby on Rails, ExpressJS, Flask

PostgreSQL, MySQL, MongoDB, ElasticSearch, Redis

React, Backbone, GatsbyJS, Qt, OpenGL, WebGL

RSpec, Cucumber, MiniTest, NoseTest

Jenkins, CircleCI, Buildkite

AWS, Heroku

GRAPHICS SOFTWARE

Maya, Photoshop, Renderman, Nuke

Other Projects

I'm keen to take on side projects to expand my experience across technology and domains. I'm currently building a website and platform for managing independent cinemas with a team in Berlin.

I have also worked on a database management application for our family-run physiotherapy practice in Berlin. The program was originally in written in *Python*, *Qt* and *MySQL* and has been in operation since 2012. It features time, staff, room, prescription, client and doctor management. I am currently in the process of rewriting it as a *Ruby on Rails* app, using *ReactJS* for the more complex user interactions.

Interests

I have always enjoyed playing and making games. I have dabbled with making games in *Unity* as well as creating my own in *JavaScript* and *WebGL*, forever wishing that I had more time to dedicate to this hobby. I was also an early adopter of the Oculus Rift and have made a couple of VR experiences, combining my coding skills with my knowledge of 3D Graphics. I'm keen to keen to develop some AR applications in the near future!

References

Available on request