

# David Moss

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## PROFILE

In the last 4 years I've been responsible for setting up the development team to facilitate the growth and expansion of technology at Hogarth Worldwide. Starting as the first developer I helped lay the foundations for development technologies, practices and procedures. The department has now expanded to 40 strong in London, 10 in Edinburgh and has 30 off shore. I am now looking for the right role that will monopolise on the range of skills I have and challenge me on what I have learnt over the years to achieve a big success story, at a startup, with a product I can get passionate about.

- + Choice of right technologies, processes, architecture and planning for the future – Github, code review, Gitflow, documentation, TDD/BDD, Vagrant/Salt/Virtualenv, Selenium, Jenkins, REST-ful micro-services, JIRA.
  - + Making decisions to get the job done – limiting deliberation so time isn't wasting wondering and trying to find the perfect solution.
  - + Clarity of direction and the balance of freedom of choice over the delivery of goals.
  - + Learning from previous failures and lessons to implement time saving improvements – pair programming and show 'n' tells to share knowledge.
  - + Strong understanding and practice of Agile methodologies to ensure effective feedback loops are established with the client and uncertainties and failure is found early through planning, fortnightly sprints, Kanban practices, demos and retrospectives.
  - + Communicating development requirements to the business as the voice of the department to help expand and meet deliverables.
  - + Analysing efficiencies and improvements – every team behaves differently and works best with certain processes, some even with more developer anarchy and autonomy!
  - + Establishing a developer friendly environment – initiating flexible working hours, hack days, community meet-ups and desk beers.
  - + Management – coordinating, communicating, mentoring, hiring and firing backend, frontend developers, QA engineers, devops, UX/UI designers, Scrum masters, BAs and other managers.
  - + Wore many hats: Lead developer, architect, release manager, scrum master, product owner, project manager, devops, support engineer, account manager, development manager/director.
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## SKILLS

- + 4 years Python & Django
- + 4 years Git
- + 6 years XHTML & CSS
- + 6 years JavaScript
- + 5 years PHP



## EDUCATION

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|--------------------|---|
| <b>2001 – 2005</b> | <b>University of Bristol</b> - MEng Computer Science (First Class Honours - 1st)  |
| <b>1997 – 2001</b> | <b>Saffron Walden County High School and Sixth Form, Essex</b><br>'A' Level – Mathematics (A), Further Mathematics (A), Physics (A), Chemistry (B)<br>GCSE – 3xA* and 7xA |

## EXPERIENCE

**June 2010 - Present**  
**Position**

**Hogarth Worldwide Ltd**  
Applications Development Director

As the development lead I managed and delivered the ZONZA digital asset management (DAM) platform to market in my first 6 months. Taking the domain knowledge and lessons learnt from working at BEAM.TV I was able to take advantage of the rapid development that Django lent itself to with the clear product vision I had to build the solution that is still live today. The new platform simplified the workflow that previous systems enforced and delivered it to the users in a clean and intuitive interface. I ensured that at the same time the product was well tested and setup continuous integration with Jenkins. As the product has evolved the business and clients requests have kept the backlog full and stable so that we could establish a release schedule to ensure we maintained a future proof solution. ZONZA has been such a success that it became the mandated WPP DAM to use for all the agencies and since established a joint venture with Deluxe for \$20m. I still involve myself heavily with the development strategy for ZONZA but now overview the development of the teams as they expand to make sure best practices are followed and development stays focused and on track.

**June 2005 – June 2010**  
**Position**

**BEAM.TV, London**  
Project Manager & Lead Developer

BEAM.TV was where I first honed my web development skills that I got coming straight out of university. I quickly showed the pure dedication, attention to detail and passion that I had for developing web applications. Growing quickly in an exciting and evolving company I had great opportunities to learn and adapt my skills. Supporting an online content management system I worked with PHP, JS, CSS, C# and XSLT to develop new tools and features for high profile clients. Working with oracle databases I was able to hone my SQL and PL/SQL skills to a high level. I planned, lead and executed both individual and team projects that were very successful, delivered on time and to a high standard. These ranged from integrating online video manipulation (transcoding) with C# to building online reporting and workflow tools for Unilever.

I project managed a yearlong project to deliver a multiscreen playback system and content management system for Nokia. Using C# we built the application and accompanying installer to support a global roll out to over 500 stores. The website was built from scratch, to a high standard, taking full advantage of user test workshops to get client feedback for progressive enhancements. The whole project was a huge undertaking and a real challenge to manage both the developers and the client's expectation. It highlighted areas for improvement and during the project moved to an Agile methodology to handle the rapidly changing requirements.

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## INTERESTS

I am competitive by nature and it is no surprise I enjoy playing sports in my spare time. I play softball in a GLMSL team called the Fuzzy Ducks and have been promoted the last 2 seasons within the league. I also enjoy playing tennis, golf, football, badminton, snowboarding, table tennis, pool and squash. I have previously worked with colleagues to build customer facing web sites in my spare time. The experience out of work gives me a chance to stay up-to-date with the latest technologies and play around with tools not used in the work environment like Google app-engine and Heroku.

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## REFEREES

Referees can be provided upon request.