



Full Stack Developer & Designer



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My rabbit hole journey has seen me move through fine arts and photography into design, where I discovered the curious world of development. Development allows me to use logic through problem solving coupled with my flair for creativity and design.

I love breaking down designs into coding solutions to see how a visualisation can be organised, represented and manipulated by code. My current interests include looking into React Native for mobile app development, Three.js for three dimensional designs and socket.io for realtime web application interactions.

Interests: Coding, Design, Wines/Viticulture, Architecture, Photography, Biomimicry, Animals/Nature, Camping.

Tools

Github
Heroku
Trello
Creative Suite
Sketch
Wordpress
Processing
Lightroom

Dev Skills

HTML5 & CSS/ SCSS
Javascript & JQuery
Ruby & Rails
PostgreSQL
AJAX
Backbone.js
TDD & BDD (RSpec)
Phaser.io

Other Skills

UX design
Photography
UI animations
Mobile & Web design
Print design
Illustration
Product design
Agile Methodology

Hobbies



Experience

Thoughtworks LevelUp

UX Role

03/2016 - 04/2016

A 7 week workshop where ThoughtWorks employees guide a team of XD, BA and Developer roles as they work collaboratively to plan and build a product for a client using the Agile working method.

My Role: XD/ Experience Designer

XD designer role that at a basic level combines UX and UI roles.

Build user stories : Using the Pixar pitch for the top level story, then filter it into manageable features through agile methods.

Wire-framing: Using drawing techniques and refining with Sketch.

User Testing: Through POP and Marvel phone apps creating clickable wireframe prototypes for live testing.

Project Board: Building and using a project board to stay on track.

Agile Working: Adapting and prioritising features due to clients needs as well as time restraints.

Thoughtvessel

Freelance Graphic and Web Design

04/2015 - Present

Freelance designer specialising in web design including wireframing, branding and identity. Other roles included illustration using the adobe suite and photography.

Dan Murphy's

Customer Service Representative

10/2012 - 08/2015

Customer service consultant and sales. Involved using initiative to problem solve and find a resolution for the customer as well as being sales driven and able to up-sell.

Education

General Assembly

Web Development Immersive

02/2016 - 04/2016

A 3 month intensive full stack development course that covers programming fundamentals, product development, paired programming, working with teams and a basic introduction into UX design.

Project 01: Game Application

Created a web app game with the Phaser.io Javascript framework and Rails back end. A login system and AJAX requests using the gon gem were used to create a live updating high score board. The game is progressive and becomes increasingly difficult as more points are accumulated.

Project 02: Job Application

A job search web application built on Rails with Javascript. The application model system is composed of users, applications and jobs. The app is uses a signup/login system as well as job creation and application. Bootstrap was used to style the application and make it responsive. A cascading filter system for the job listing is modelled from the seek website and was developed using SQL and Ruby.

University of New South Wales

Bachelor of Design

2011 - 2015

Majoring in graphic design and industrial design.

Other study areas included jewellery design, architectural design, environmental design, media design, film post-production, illustration, publications, interiors, theatre, exhibitions, display, festivals and furnishings, ceramics, textiles, jewellery and product design.