



Edward Phillips

Software Engineer, 3rd Line Support

Software Engineer with a demonstrated history of working in the broadcast media industry. A sharp eye for detail and strength in assimilating new concepts quickly. Experienced in Ruby on Rails, Javascript, HTML5, CSS, SQL, Linux, Git, C++ and Actionscript 3.

✉ edphil@hotmail.co.uk

📍 Govert Flinkstraat, 171 2v, Amsterdam, Netherlands

🐙 github.com/ed1001

📞 0640883332

🌐 linkedin.com/in/edward-phillips-7b2090109

📷 instagram.com/edphill

WORK EXPERIENCE

Software Engineer, 3rd Line Support Viacom International Media Networks

04/2016 – Present *Amsterdam, The Netherlands*

Achievements/Tasks

- Built a number of small C++ applets for use with channel play out machines
- Implemented hundreds of on-screen graphics solutions across all Amsterdam broadcast channels, using Channel Composer and Adobe Animate with Actionscript 3
- Provided technical support to transmission and channel operations departments
- Taught myself C++ during lunch hours at work
- Worked in a hybrid Agile environment

Contact: Marc Wilson – wilson.marc@vimn.com

Presentation Scheduler Viacom International Media Networks

01/2015 – 04/2016 *Amsterdam, The Netherlands*

Achievements/Tasks

- Prepared broadcast schedules for a number of well known Viacom channels
- Developed good working relationships within the team and departments located abroad
- Worked to tight daily deadlines
- Became a superuser of the scheduling software, WhatsOn by Mediagenix. Was a 'go-to' guy for colleagues who were having issues

Contact: Peter Christiaan – peter.christiaan@vimn.com

EDUCATION

Full Stack Web Developer Le Wagon

04/2019 – 06/2019 *Amsterdam, The Netherlands*

Courses

- 9-week intensive coding bootcamp

Bmus Hons, Music Kingston University

2005 – 2008 *London, England*

Courses

- Honours degree in Music

SKILLS

Object Oriented Programming

Web Development

Communication

Team Work

Emotional Intelligence

People Skills

Ability to Teach Myself

Problem Solving

Passion for Learning

Eye for Detail

PERSONAL PROJECTS

Timbre (07/2019 – Present)

- A Ruby on Rails web app that connects likeminded musicians that are looking to collaborate, form a band or simply socialise. Connects people much like the dating apps of today do - swiping but with a new, musical twist.

Recruit-Me (05/2019 – 06/2019)

- A recruitment platform built specifically for larger companies that wish to develop and maintain talent internally
- Built my first instant messaging feature using Action Cable (web sockets)

GuitHub (05/2019 – 05/2019)

- A bilateral marketplace dedicated to musical instrument hire
- Worked with a team using Agile concepts

LANGUAGES

English

Native or Bilingual Proficiency

Spanish

Limited Working Proficiency

Dutch

Elementary Proficiency

INTERESTS

Music

Fitness

Technology

Computer Programming

Sports

Martial Arts

Meditation

Science