

My Objective

Currently a mid-senior developer in a Digital Production company in Central London, I am looking for a position from which I can both learn new skills and hone existing ones. I am focused on moving into web-app, micro-site and/or large-scale web-development projects, as well as progressing into a leadership role, or a position which could evolve

My Keywords

Javascript Front-end NodeJS HTML Server-Side Passionate CSS
Competent Automation Photoshop Motivated UX/UI Git Python Gulp/Grunt
SEO Illustrator After Effects Teamwork Dedicated Communication Animation Quality

At Work

Developer at Super Natural

Nov 2013 - present day

2013/14 - Junior Developer

2014/15 - Mid-Weight Developer

2015/16 - Mid-Senior Developer

Super Natural is an award winning, digital production agency who concentrate on producing tech-driven HTML digital marketing solutions. My primary role at Super Natural is that of front-end developer, however I have also worked on full-stack projects both within the digital marketing sphere and as a prototyper. Skills learned are extensive and varied, including mobile and mobile-web development, social media integration, Mac App development, server setup, running and maintenance. All this in a host of languages including JavaScript, Python, PHP and NodeJS.

Beyond technical skills, working at Super Natural has taught me how to work in a fast-paced environment yet ensuring a very high standard of output. This is thanks to following a very strict internal process, as well as working in a logical a clearly defined way so as to make my scripting both readable and clear as to its function.

While working at Super Natural I progressed both my knowledge and understanding of the development process at a very fast pace which is reflected in my progression within the company.

For references please get in touch or visit my linkedin profile: [linkedin.com/in/steveutting](https://www.linkedin.com/in/steveutting)

Key Skills

Working in a team
Working to a process
Efficient time management
Technical consulting in meetings
Taking ownership of work
Reviewing team work

Technical Skills

Automation, reusable code
HTML, CSS and JS
PHP, NodeJS, Python
Adobe Suite: Photoshop, Illustrator, After Effects, Animate
SSH, SEO, local testing environments
Adserver functionality, Doubleclick, Flashtalking, etc

Project Manager Intern, Makelight Interactive

May 2013 - September 2013

Makelight is a tech startup in Shoreditch, London. The company centralises around an app that allows audiences at concerts and conferences become more involved in the proceedings.

While working here I designed and built the website, created and edited both video and still image marketing campaigns, while also being project manager of the small team and handling office management.

Tutor, Victoria University of Wellington

July 2012 - November 2012

I tutored a first year Design Innovation paper for 2 semesters while living in New Zealand. The role was to mentor a group of 30 students, convey and communicate instructions, deadlines and any other needed information from the lecturer.

This role also created the basis for self and peer review, making sure any communication was concise and clear. It enhanced my skills of patience and judgement through micro-management and grading respectively

Academia and Certification

Google Doubleclick Certifications

QA	-	Covers the ability to test the quality and methodologies of HTML5 and Dynamic creatives.
HTML5	-	How to build HTML5 rich media creatives that can run across both desktop and mobile properties.
Dynamic Content	-	How to build creatives enabled with the flexibility to swap dynamic elements.
VPAID	-	How to build interactive in-stream video ads
Youtube Masthead	-	How to build an ad unit that serves on the YouTube homepage.
Custom Lightbox	-	How to build creative ad formats designed for user engagement that render across desktop and mobile

Victoria University of Wellington

Postgraduate Diploma in Digital Media Design Innovation

Grade Average A-
Feb 2012 - Nov 2012

Computer Game Design	Interaction Design
Design Led Futures	Design History
Technical Skills	Unity3D physics, interaction, AI and game mechanics scripting in C#
	Adobe Suite, specifically Photoshop, Premiere and AfterEffects
	Solidworks 3D modelling and rendering
	Photoview360 rendering
	ZBrush modelling and texturisin
	Autodesk Maya 3D modelling, animating and rendering

Bachelor of Design Innovation, Industrial and Digital Media

Grade Average A-
Mar 2009 - Nov 2011

Key Skills	Working to a brief within a deadline
	Presentation and composition skills
	Design research and report writing skills
	Collaboration and remote communication
Technical Skills	Javascript, C#, HTML5, CSS and Actionsript
	Autodesk Maya, 3DSMax
	Adobe Photoshop, Illustrator, Premier, After Effects and InDesign
	Digital Photography
	Adobe Animate scripting