



< 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 into one.

The position/company I'm looking for

- Is challenging
- is investigating new technologies
- Has a strong work ethic
- is focussed on skill development
- Has high standards
- is fun!

< My Skillset >

Front-end Development

Javascript	●	●	●	●	●
HTML5	●	●	●	●	
CSS3	●	●	●	●	
Gulp/Grunt	●	●	●	●	
MV* Frameworks	●	●	●		
Git	●	●	●		
WebGL	●	●	●		
SEO	●	●			

Design and Management

Communication	●	●	●	●	●
Following Process	●	●	●	●	●
Learning New Skills	●	●	●	●	●
Work Ownership	●	●	●	●	
Time Management	●	●	●	●	
Teamwork	●	●	●	●	●
Adobe Suite	●	●	●		
Design	●	●	●		

Other Development

NodeJS	●	●	●	●	
Testing	●	●	●	●	
Automation	●	●	●		
UX/UI	●	●			
Python	●	●			
PHP	●	●			
C#	●				
Unity3D	●				

< My 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.

Position-specific Skills

Google Doubleclick	●	●	●	●	●
Flashtalking	●	●	●	●	

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

Specific Skills

3D Modelling	●	●	●	●	●
Digital Rendering	●	●	●	●	●
Solidworks, Photoview and Autodesk Maya	●	●	●	●	
Game Design	●	●	●	●	

Bachelor of Design Innovation, Industrial and Digital Media

Grade Average A-
Mar 2009 - Nov 2011

Specific Skills

Digital Photography	●	●	●	●
Adobe Animate Scripting	●	●	●	

< Who I Am >

I am a hobbyist developer, learning new things and going to hackathons in my spare time. I love to talk and have been called a good mentor and communicator. I am from New Zealand and love the outdoors, drinking craft beer, red wine or single malt. I play games agnostic of medium, be it console, table top or sports field. I am a maker and am always lookin to improve the system, the method, and myself.