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Stephen Utting
Creative Developer

My Objective

Currently a 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 my existing ones. I am focused on moving somewhat into web-app, micro-site and generally larger-scale web-development projects, as well as potentially progressing into a leadership role, or a position which could evolve into one.

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

Senior Developer at Super Natural   Nov 2013 - present day

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.

For references please get in touch or visit my linkedin profile: 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 Actionscript

Autodesk Maya, 3DSMax

Adobe Photoshop, Illustrator, Premier, After Effects and InDesign

Digital Photography

Adobe Animate scripting