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Stephen Utting
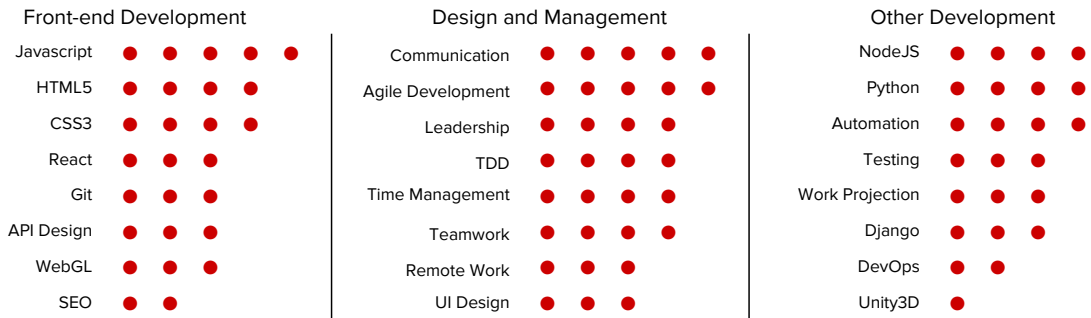## Creative Developer

< My Objective >

Currently a Mid-Level Front-End Engineer at Global Radio London migrating their legacy websites to more modern systems. I am looking for a position from which I can both learn new skills and hone existing ones. I am focused on projects that use new and exciting technologies, as well as progressing into a position which could evolve into a leadership role at a later date.

The position/company I'm looking for

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

< My Skillset >

Front-end Development

Skill	Rating
Javascript	● ● ● ● ●
HTML5	● ● ● ●
CSS3	● ● ● ●
React	● ● ●
Git	● ● ●
API Design	● ● ●
WebGL	● ● ●
SEO	● ●

Design and Management

Skill	Rating
Communication	● ● ● ●
Agile Development	● ● ● ●
Leadership	● ● ●
TDD	● ● ●
Time Management	● ● ●
Teamwork	● ● ●
Remote Work	● ● ●
UI Design	● ● ●

Other Development

Skill	Rating
NodeJS	● ● ● ●
Python	● ● ● ●
Automation	● ● ● ●
Testing	● ● ●
Work Projection	● ● ●
Django	● ● ●
DevOps	● ●
Unity3D	●

< My Work >

Front-End Developer at Global   April 2016 - present day

Home to some of the UK's best-loved radio stations such as Heart, Capital and Classic FM, to name a few, Global keeps 24.4 million listeners tuned in and entertained each week.

As a web team the challenge at Global has been not only to produce high quality and performant work that keeps our 24 million monthly web viewers happy. It is also to keep in mind features requested by one of our brands and how they can be enabled in our central codebase for use across all other brands. This balance of internal user customisation while keeping features generic but still applicable to as many users as possible has allowed all of us on the web team to better look at the bigger picture rather than taking a more narrow view.

Skills I have developed at Global are centered around learning what it means to be in a large-scale, multi disciplinary Agile development team, occasional remote work with it's positives and negatives as well as delving further into back-end development and DevOps

Position-specific Skills

| Skill	Rating
Python/Django	● ● ● ●
Agile Development	● ● ● ● ●
React	● ● ●

Developer at Super natural   Nov 2013 - April 2016

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 commercially driven 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.

Position-specific Skills

Skill	Rating
Google Doubleclick	● ● ● ● ●
Flashtalking	● ● ● ●
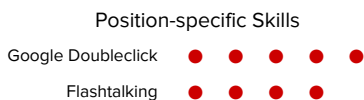
Project Manager Intern, Makelight Interactive   May 2013 - September 2013

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 both a professional and hobbyist developer, learning new things and going to meetups and 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, travel, 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 looking to improve the system, the method, and myself.