James Alexander Lee

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Online Portfolio: <http://jalproductions.co.uk/>

## Education

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| 2014 - 2017 | University of Kent, Canterbury  PhD Digital Arts  **Exploring the use of online and mobile data to passively track and analyse psychological state** |
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| 2010 - 2014 | University of Kent, Canterbury  BSc (Hons) Multimedia Technology and Design with a Year in Industry  **First Class Honours (Distinction)** |
| Year 3 | **Average: 82%** |
| Animation Pipeline **(78%)** | Create an insect-vehicle fusion in a suitable environment.  <https://www.youtube.com/watch?v=iQtAZdkXWVU> |
| Final Year Project  **(78%)** | In a team of three, our goals were to integrate and unite new web technologies, use 3D and modern design techniques to enhance the visuals of the website and to experiment with new ways of interacting with the web. We used the facade of Cell Industries to allow us to use all these technologies and techniques for a single purpose.  <http://cell-industries.co.uk/> |
| Mobile Application Development **(94%)** | Develop a ecommerce mobile application with shop and cart capabilities using the Android SDK and Eclipse IDE. |
| Visual Effects and Compositing **(75%)** | Take a still photograph, 3D assets and greenscreen footage and composite together into a seamless scene.  <https://www.youtube.com/watch?v=LxxYONm4i1c> |
| Year 2 | **Average: 77%** |
| **Audio and Video Technology** (88%) | I’ve learnt a range of topics based around analogue and digital audio and video, how to convert between the two and the current standards of each. |
| **Digital Film Making**(63%) | Working in a group of five to produce a short documentary. I took the role of camera man.  <http://www.youtube.com/watch?v=1p3ct717Zmg> |
| **Digital Portfolio**(74%) | Created a Flash AS3.0 portfolio to display an artist’s visual work.  <http://jalproductions.co.uk/projects/DigitalPortfolio/> |
| **Software Development** **(95%)** | The theory behind building a piece of software. Using C# to develop simple Windows applications including a calculator, a basic version of Paint and a Connect 4 game. |
| **Virtual Worlds and 3D Modelling**(78%) | Introduction to modelling, texturing, animating and rendering in Autodesk 3DS Max. Created a spaceship race scene and a mechanoid scene.  <http://jalproductions.co.uk/3d> |
| Year 1 | **Average: 81%** |
| Computer Systems **(83%)** | The theory module mainly consisted of computer networks, operating systems and hardware. |
| Digital Photography **(83%)** | For the main assignment, I was required to take 8 photos, each with its own requirement. I also produced a Photoshop montage using the photos I took. |
| Digital Visual Narrative **(89%)** | DVN involved producing a short Flash animation. I went through the normal production steps including storyboarding, character and environment design and animation.  <http://www.newgrounds.com/portal/view/566921> |
| Interaction Design **(73%)** | Working in a group of four, we were set the task of re-designing a badly designed charity website. This was my first use of jQuery. We also learnt the theory behind creating good user interaction. <http://ags.net76.net/> |
| Internet Programming with Java (88%) | I created basic Java applets and learning how to embed them into a web page. |
| Intro to Programming **(91%)** | I learnt how to program C++ console applications, starting off with basic arithmetic tasks building up to an encryption program for the main assignment. |
| Visual Communication **(66%)** | This was an art-based module. It involved learning how to interpret a piece of art using different aspects such as colour, line of sight, perspective and balance. |
| Website Design **(76%)** | I created a website using HTML and CSS, ensuring that it worked perfectly in Firefox and IE and passed W3C validation standards. <http://jalproductions.co.uk/projects/jal33/> |

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| 2003 - 2010 | Gravesend Grammar School, Gravesend |
| A levels | ICT (A), Design and Technology (B), Geography (B), Extended Project Qualification (C) |
| GCSEs | 2 (A\*), 5 (A), 2 (B), 3 (C) |

## Work Experience

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| June 2012 – Aug 2013 | **BBC World Service** - Web Developer |
| Between the second and third year of university, I took an industrial placement year at the BBC World Service as a Web Developer. During my time there I worked on an Olympics special and the Responsive project to migrate the World Service language sites to responsive design. | |
| May 2011 – Present | **Precise Pixels -** Co-Founder / Developer  <http://www.precisepixels.co.uk/> |
| As co-founder / developer of this web design company I am enjoying building relationships with local businesses, learning how to effectively pitch for work, gaining web industry awareness, as well as stretching my development skills. Clients have included a Chinese restaurant and an executive transport service in Holland providing the challenge of communicating ideas over Skype and email. I’m learning project-management skills and enhancing my programming skills, especially in jQuery and PHP, and my understanding of good web design and user experience. | |
| May 2011 - Present | **People United** - Web Consultant  <http://www.peopleunited.org.uk/> |
| I work as a freelance Web Consultant for this arts charity. I perform updates to their website and any computer-related tasks they require. I have been tasked with re-building their whole website from scratch, implementing a basic CMS structure so they can easily update the site themselves. This is giving me relevant, hands-on (paid) experience in the complete life-cycle of a project. | |

## Computing Skills

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| Languages  * HTML5 & CSS3 * JavaScript & jQuery * PHP * Sass * Android * Java * Ruby * ActionScript 3.0 & 2.0 * R * C++ * C# * Visual Basic | Software  * Photoshop, Dreamweaver, Flash, After Effects, Premiere Pro * MySQL * Git * Grunt * Autodesk 3DS Max * NextLimit Realflow * WordPress * Swift 3D * FL Studio * Android Studio, Eclipse * Microsoft Visual Studio * Cucumber, Qunit, Jasmine |

## Interests

Multimedia is my hobby. I experiment with programming, design and photography and have made Flash animations and games. I enjoy learning new technologies including film and 3D animation and like to keep up-to-date with the latest technologies such as smartphones, Android, games, web technologies, and anything else technology-related. I also enjoy music; I have been playing guitar for several years and I have also created a few digital audio compositions.

## References

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| **Ania Bobrowicz** (academic referee)  *Senior Lecturer in Digital Arts*  Email: a.bobrowicz@kent.ac.uk  Telephone: +44 (0)1227 823222 | **Manjit Rekhi** (professional referee)  *Development Lead at the BBC World Service*  Email: manjit.rekhi@bbc.co.uk  Telephone: +44 (0)7956 291482 |