John Stuart **BARRIE**

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Nationality British · **Residence** NW6 5NU, London · **Born** Inverness, UK, 1969

LANGUAGES & TECHNOS

NodeJS : Express / MongoDB / Passport …. advanced.

Javascript : ES6 / ReactJS / Gulp / WebPack … advanced.

Debian : NGnix / Apache / FFmpeg / ImageMagick / Bash / Git / … expert.

Objective C : OSX / IOS / Quartz expert

PERSONAL SUMMARY

Passionate about computing since buying a new ZX81 with 1ko of memory in 1981, John has studied and worked with cutting edge technologies. His career has led him through the early stages of the internet where he used and experimented with computing in pedagogical and chemical research. He has followed web technologies through the frustrating early stages of their development, flipping between javascript, as3 and objective C, to name just a few technologies, looking for those most adapted to match the needs of an evolving environment. He loves to learn. With the arrival of NodeJS, ReactJS, NGnix and other coherent technologies his approach has been focalised on their enormous potentiel in the film animation industry. He is now looking for a new challenge.

CAREER HISTORY

[2009 – 2016] LA MENAGERIE, Animation Film Studio, Toulouse, France

Project : Bayam - Bayard / Milan Presse

Conception and senior developer. Architecture and coding of a framework and back-office in es6 (nodejs, reactjs, pixijs) used for the production and publication of javascript based web modules.

Technologies : nodejs, es6, pixijs, reactjs, shell, gulp, ubuntu

Project : The Kiwis - France Télévisions

Development, conception, and project management. Creation of a video streaming , encoding and automatic backup system for the shooting of two seasons of the children's animation series "Les Kiwis". The shooting of this series had 8 animation sets in several locations around France. A digital workflow was elaborated for automatic transfer and transformation of the individual shots to the post-production and the editors. Shots were also automatically encoded published on a secured web site from the animation sets with a dropbox-like functionality.

https://www.youtube.com/watch?v=FYW5nIbRufI

Technologies : objective c, nodejs, es6, shell, ubuntu

Project : Hyde Stop Motion - CNC / Slovenian Film Centre

Conception and development of a stop motion animation line test software in Flex for Mac and PC. A second version of this software, written for Mac in Objective C, is in the beta development stage. This latter software offers more advanced functionalities, such as network control on Canon cameras, green screen and Prores film encoding.

https://github.com/johnsbarrie/hyde

Technologies : nodejs / es6 / flex / as3 / objective c

Project : Kahmaté - Ideal

Creation of the iphone / ipad "Kahmaté" application. Development, Game Design, Project Direction, Sound Design.

https://itunes.apple.com/fr/app/kahmate/id459168065?mt=8

Technologies : objective c

[2007 – 2009] BUZZAKA, Web Agency, Paris, France

Conception and development of an AS3 framework used on La Cartoonerie, a site where you can create and share your own animation films. This site has over 700, 000 members and has been used to create over 400,000 films.

http://www.lacartoonerie.com/

Technologies : as3, flex, javascript, python, php, shell, ubuntu

[1999 – 2002] EPITA, School for Computer Engineering, Paris, France.

Conception, scenario and direction of three serious games / escape rooms, for classes of 600/1000 students. These games lasted a week and used the intranet and Internet to teach English, history, and computing.

[1999 – 2000] CELSA, Paris IV-Sorbonne University, France

Teaching the English language on the theme of "The European Identity" to students studying for a Masters in Information and Communication.

FORMAL EDUCTION
[1988 - 1992] Napier University, Edinburgh

BSc in Applied Chemistry. Specialised in polymers et colour analysis.

HUMAIN LANGUES

Bilingual English / French