Jonathan Popoola Curriculum Vitae

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**Personal Statement:**   
  
I have worked in development for over six years and thoroughly enjoy all aspects of the development process, from requirement gathering and wire framing right the way through to implementation. I am passionate about delivering quality user centric applications and pride myself in putting the users needs first.

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**Employment:**

**Position:** *Lead Front End Developer/ User Experience Consultant*

**Date:** *Feburary 2013 – Present*

**Company:** *Avnet Technology Solutions (Ascendant)*

**Address:** *2nd Floor, Broadwall House, 21 Broadwall Street, London, SE1 9PL*

**Role Brief:**

Joining an existing project for a major high street bank, I was tasked with bringing the project back on track. Ensuring the latter stages of development ran smoothly as well as ensuring a number of usability issues were resolved. Leading a team of two Front End Developers and a one Digital Designer, my main responsibility was to ensure that User Experience requirements were met and that the application was production ready.

As the application was Responsive and designed to work on a number of devices including Smart Phones, Tablets, PC and Smart TV’s a lot of my time was spent testing. Identifying bugs and issues which would then need to be resolved by the team, providing expertise to team members to help speed up this process.

As the project was highly time critical this was a very hands on role, as well as leading the team I would also resolve issues myself. The technology stack used was as follows:

1. CSS3 (LESS)
2. Bootstrap
3. jQuery
4. Backbone.js
5. Require.js
6. Underscore.js

**Position:** *Usability/ User Experience Consultant*

**Date:** *November 2011 – February 2013*

**Company:** *Clearstream Banking*

**Address:** *42 Avenue JF Kennedy, Luxembourg, L-1855*

**Role Brief:**

As a Usability and User Experience Consultant I was tasked with leading the UI stream of a Portal Application project, leading a team of three. The projects aim was to integrate all existing applications (both internal and external facing) on to one common platform, with a unified and consistent User Interface.

Joining at the beginning of the project I was responsible for an “As Is” analyst of the current applications identifying usability issues and scope for improvement. Once the “As Is” stage of the project was complete we then moved on to the requirement gathering stage.

The requirement gathering stage involved identifying common user personas, detailing their common working day focusing on their key activities and interaction with the applications. This involved running a number of workshops and interviews with users gathering information on current pains with the current applications as well as possible opportunities.

From the requirement gathering stage we created a number of user scenarios illustrated as story boards, detailing work flows. From the scenarios we then created a number of low fidelity prototypes demonstrating how the users would operate within the new application (low fidelity prototypes created with Axure). Once sign off was achieved for the low fidelity prototype we then created high fidelity prototypes illustrating the end state of applications, High Fidelity prototypes were created using HTML/5, CCS/3 and jQuery.

The project also focused heavily on providing access to all applications from any device, all Prototypes and proposals had to adhere to a responsive design.

Other major tasks involved creating Design Patterns detailing common solutions for common UI problems, along with Application/ User Experience guidelines. As well as creating Usability and acceptance

As well as the above role I also work with a medium size development team providing support on UI issues, tasks include:

* Providing UI solutions to identified problems
* Participate in retrospective meeting at the end of sprints
* Validation of User stories
* Review and testing of Application

**Key Achievements:**

* Creation of a Design Pattern Library giving developers one central location to search for solutions to common UI problems.
* Application/ User Experience guidelines

**Position:** *Front End Developer/ UI Designer*  
**Date:** *October 2008 – November 2011*  
**Company:** *Trinity Mirror*  
**Address:** *One Canada Square, Canary Wharf, London, E14 5AP*  
  
**Role Brief:**  
  
As part of the Portal Development team my main responsibilities included the creation of Core Business Applications, deployed as Portlets on the Websphere Portal platform. Working in a team of five as the sole Front End Developer I was tasked with ensuring all applications maintained consistency and were cross browser compatible. Due to the nature of the applications, careful care consideration was taken to ensure all applications were accessible to disabled staff, taking into account factors such as colour blindness.   
  
Working in a Java Environment all applications were developed with hand coded JSF along side CSS (CSS2/ CSS3), JavaScript, jQuery and Dojo. All applications utilized AJAX to boost performance and user experience, also extensive use of JSON was incorporated for the retrieval of large data sets. The development process included creating annotated wire frames and concept designs from Data Flow Diagrams, once signed off the implementation process would begin.   
  
All development was undertaken in an Agile Environment (SCRUM). I was also responsible for creating my own tasks within stories and estimating time needed to complete them.  
  
**Key Responsibilities:**

* Creating Wire Frames, Story Boards and Concepts for Core Business Applications
* Ensuring all applications maintain a consistent look and feel
* Creation of user interfaces for a wide range of applications developed using JSF, CSS/ CSS3, JavaScript, jQuery, Dojo
* Design of applications UI using PhotoShop, Illustrator

**Key Achievements:**

* Setting User Experience guidelines for all Portal applications
* Designing and implementing a JavaScript Frame Work to be used across all Portal applications

**Position:** *Front End Developer/ Web Designer*  
**Date:** *December 2007 - October 2008*  
**Company:** *Nelson Thornes*  
**Address:** *Delta Place, 27 Bath Place, Cheltenham, GL53 3NY*  
  
**Role Brief:**  
  
Working closely with the marketing department my main roles included developing micro sites to promote new Nelson Thornes titles as well maintaining and improving existing sites. All sites were required to adhere to W3C Standards as well being SEO friendly.   
  
Working from rough briefs I was required to develop wire frames and concept designs which had to be signed off before any implementation begun. It was also my responsibility to decide upon which technologies should be used in the creation of the sites. Most sites were developed using PHP, XHTML, CSS2, JavaScript, jQuery. All concept design and wireframing were done in PhotoShop and Illustrator.   
  
Other tasks included the creation of HTML emails to promote products, as well as advising the marketing department on best online practises such as focusing on their ‘call to actions’.  
  
**Key Responsibilities:**

* Creation of promotional Micro Sites for new publications
* Maintenance of existing sites
* Redeveloping existing sites with the aim of improving traffic
* Creation of HTML emails

**Key Achievements:**

* Successful redesign of numerous existing sites helping boast traffic through SEO practices.
* Successful restructure of one of Nelson Thornes largest promotional sites which significantlu improved sign up’s.

**Position:** *Creative Print/ Web Designer*  
**Date:** *December 2007 - October 2008*  
**Company:** *Gloucestershire Echo*  
**Address:***1 Clarence Place, Cheltenham, GL50 3NY*  
  
**Role Brief:**  
  
During my contract role I was responsible for the creation of a wide range of print advertisements for distribution in both daily and monthly publications including magazines and newspapers.  
  
Another bulk of my role was to develop a number of microsites for external clients utilizing XHTML, CSS, JavaScript and Flash. I was also tasked with creating a wide range of Flash banners and MPU’s to promote various services and products.  
  
**Key Responsibilities:**

* Creation of Print Advertisements for a range of publications
* Creation of a wide range of Micro Sites
* Creation of Flash MPU’s and Banners

**Key Achievements:**

* Creation of a range of print advertisements for a leading property company that was reprinted for a number of months
* Numerous micro sites achieving good Google positioning

**Position:** *Creative Print/ Web Designer*  
**Date:** *August 2006 - August 2007*  
**Company:** *Lifestyle Group*  
**Address:** *817-818 Mansfield Road, Daybrook, Nottingham, NG5 3GE*  
  
**Role Brief:**  
  
Responsible for the up keep of the company's website ensuring the site maintained consistency along with adhering to W3C Standards, along with following the FSA ‘s own regulations. Creating promotional media such as promotional booklets, newspapers and adverts.  
  
Creation of virtual video property tours using high definition cameras and Final Cut Studio used to promote new developments and properties. As well as preparing finished footage to be used in conjunction with the company's website and promotional DVD’s.  
  
For this role I used a number of different technologies and design Software including: Photoshop, Illustrator, In Design, XHTML, CSS, JavaScript, Flash (AS2), Adobe Encore and Final Cut Studio.  
  
**Key Responsibilities:**

* Upkeep of company’s website
* Creation of a wide range of creative print based advertisements used a cross a range of mediums
* Creation of Virtual Property Tours

**Key Achievements:**

* Creation of a touch screen interface used to browse properties and developments developed in Flash
* Wide range of advertisements printed in a range of publications

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**Education:**  
  
Institution: *The Peoples College, Nottingham*  
Qualifications: *HND Business and I.T*  
  
Institution: *High Pavement Sixth Form College, Nottingham*  
Qualifications: *A-Level Maths - D, GNVQ Advanced I.T - Merit*  
  
Institution: *Djanogly City Technology College, Nottingham*  
Qualifications: *9 GCSE passes: B-C (Including Maths & English)*