

Kelly Milligan

Creative Developer from New Zealand; working closely with my talented peers to realise an internet with minimum compromise.

After 2 great years in Amsterdam and a busy year in London, I'm jumping continents and making my way to Canada! Europe has been *exquisite*, but adventure calls. Here's to mountains and moose eh?!

Skills

I'm not a fan of buzz-word heavy lists. This industry moves so fast that naming individual technologies isn't the best indicator of a developer's capacity. I'm a master of layout, confident with most front-end technologies, experienced in wrangling all browsers into line, and very passionate about interaction, motion, performance, subtlety and finesse. I love to learn and to create, which I actively do outside of office hours. I'm a culture builder, and strive to make the office an inspiring place to work, share, and grow. I'd enjoy the chance to discuss more specific requirements over a well brewed coffee or beer.

Experience

Freelance Creative & Front-end Developer (~1 year)

I started freelancing full-time in April 2017, an exciting and challenging new chapter in my career. Contributions include commercial and internal projects for UNIT9, Thinkingbox, Sennep, and Dare.

Toaster - Creative Technologist (~3 months)

For the first 3 months of 2017 I worked with the great team at Toaster London on projects for Google & YouTube, participated in 'Brand Hacks', and undertook Machine Learning R&D.

UNIT9 - Freelance Creative Developer (~1 month)

Late in 2016 I worked with UNIT9 on Der Magische Adventskalender as a freelance Creative Developer. A very interesting project which included some incredible illustrated & animated content.

Resn - Creative Front-end Developer (~2 years)

My time at Resn was extraordinary. Almost non-stop creative campaigns with a tight ship of brilliant colleagues. Everyone had very high standards and a lot of knowledge to share. We pushed to produce the best work we could. As a Creative Front-end Developer I worked closely with design and development peers to execute on exciting projects. I learned a tremendous amount in my time here.

Frontend Design - Front-end Developer and Interaction Designer (~4 years)

I spent 4 great years at Frontend. A small, tight-knit team in Auckland; we produced fresh and clever UI/UX + development for some of NZ's biggest brands. After 3 years I stepped into a senior role where I led the way on development techniques, bigger-picture development thinking, and guiding other development resources. My time here gave me a solid foundation in more traditional front-end work.

Education

The University of Waikato - Bachelor of Electronic Commerce

The 3 year BE-Com at Waikato offers an interesting mix of Business Management and Computer Science papers in a single Bachelor's. I minored in Economics, and covered a wide range of topics within both schools. Business papers have given me great analytical power in many facets of business, finance, and management. Computer Science papers provided foundational exposure to several code languages and math concepts. Work experience papers kick-started coding from a hobby into a career.