
Chris Cooper

Software Developer

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Back-end Software Developer currently specializing in Web Development for a variety of international publishers. Previous experience in Audio Technology, Design and Leading a team.

SKILLS

Eclipse, Java, Maven / Gradle, Spring, dotCMS, MySQL / PostgreSQL, Jenkins, Vagrant, Ansible, Tomcat, Apache, Pingdom, Dynatrace, Avestra, Hibernate, Solr, JavaScript, Velocity / Freemarker, HTML, JQuery / JavaScript, SVN / Git, ServeBase, TestNG / JUnit, Linux, Agile.

EXPERIENCE

John Wiley & Sons Ltd, Chichester - *Software Developer*

July 2014 - Present

- Wiley Online Library 2.0: delivering reliable, high-traffic websites for major journal publishers (E.G: AGU, Physoc, AnthroSource). Enabled the assembly of over 25 websites, generating around \$100m for Wiley.
- Developing Spring-wired OSGI plugins for dotCMS - product maintenance, new feature design and implementation, deployments, task estimation. Debugging and bug fixing.
- Monitoring production environment and flagging potential issues for further investigation.

Semantico Ltd (now Highwire), Brighton - *Software Engineer*

September 2011 - July 2014

- Maintained and developed DawsonEra: rebuilt front end for the mobile / responsive web, implemented custom SOLR plugin to cache institutional access details, helped migrate from COUNTER 3 to 4 reporting, advanced search, and internationalised all website text.
- Agile development, reporting to team lead and project manager on a daily basis.

Zoe Mode, Brighton - *Game Designer*

November 2007 - May 2010

- Scripting of Guitar Hero IV and V downloadable content packs. (Xbox 360 / PS3).
- Led a team of 12 gameplay designers in a lead role for 6 months, before the project was cancelled by the Activision. Sent to Neversoft for team knowledge transfer session in L.A.
- Designer on Rock Revolution, and several early concepts (Xbox 360 / PS3).

EDUCATION

University of Kent, Kent - *MSc Computer Science (distinction)*

September 2010 - September 2011

- Dissertation based on automatic crossword solving resulting in a software solution consisting on a variety of pluggable solving modules and solving algorithms. Wrote a custom web crawler to scrape the Guardian website of thousands of crosswords (with permission). Reached up to a 96% correct solving accuracy.
- Modules studied include: Logic Theory and Practice with Prolog, Systems Architecture and Hardware, Advanced Java Programming and Object Oriented Design, Business Requirements and Relational Database Design, Software Engineering.

Leeds Metropolitan University, Leeds - *Audio Technology (2:1)*

September 2003 - September 2005

- Dissertation based on music theory tutoring software. Produced a graphical music notation suite of utilities using BlitzPlus. Highlights include editing of note and chord sequences on a dynamically updating manuscript simulation, much like Notator / Sibelius.
- Modules studied include: Music Software Development, Acoustics and Psychoacoustics, Recording Techniques, Electronics.

PERSONAL ACHIEVEMENTS

Dare to be Digital, Dundee - *Lead Designer*

July 2005 - October 2005

- Dare to be Digital is an industry recognised, 10 week intensive game development competition held in Dundee, 2005. I was chosen, along with 4 others, to represent the Yorkshire region and Leeds Metropolitan University.

Freelance Development - *Developer*

May 2008 - Present

- The Circle of Fifths Explorer - Flash / Actionscript based Music Theory tutoring application.
- A series of simple Android apps accumulating over 5 million downloads with a 4.3 star average user rating.
- Amazon AWS static website design and implementation for a famous local photographer.

Advanced Certificate, Piano Performance - *ABRSM examining board*

Grades 1 - 8, Piano Performance - *ABRSM examining board*

Grade 6, Classical Guitar - *ABRSM examining board*