

Lead Creative Technologist

FULL TIME 2020

Phantom Studios, LDN

- Leading prototyping and development of creative tech projects for clients such as Google, Sony Music, NBC Universal, Financial Times and Zendesk
- Strategising new client design briefs with dev and creative teams
- Creating technical design docs for fullstack applications, 2D and 3D webgames, and marketing sites
- Developing and maintain applications, web games, marketing sites, and other experiences viewed many millions times a monthiterate on their improvement as part of agile squads.

HIGHLIGHTS

- Working as a contractor with Google Brand Studio teams
- Developing skills in realtime 3D design and programming
- Researching and implementing new web technology in projects across 3D, Machine Learning, Virtual/Artificial Reality

Product Engineer

FULL TIME REMOTE 2019

Modulz

- Designing & developing UI for Modulz visual component editor
- Collaborate on internal infrastructure for frontend & backend development
- Representing company interests in Australia at Conferences & Meetups

HIGHLIGHTS

- Exhibition of Modulz at Web Directions Design Conf 2019
- Design a production-ready cross-framework compiler for Components
- Product-scoping contributions in UK-based trips
- QA session for the Product's direction at a Design Lead meetup

Junior > Senior Developer

FULL TIME 2014 - 2018

Rexlabs

- Leading frontend teams in collaboration, implementation and continuous improvement of frontend infrastructure, process and tooling across products
- Bootstrapping greenfield projects, alongside maintenance and modernisation of brownfield products and sites via agile processes
- Mentoring junior-mid frontend developers
- Coordinating efforts in open source, community-engagement, internships, frontend team hires and internal hack-days

HIGHLIGHTS

- With support from Rexlabs, Co-organise the ReactBris meetup, which pushed the capacity for internal developer recruitment
- Creating frontend toolkits and libraries that greatly reduced the time-to-start and improved maintainability of new projects

Bachelor of Information TechnologyQUEENSLAND UNIVERSITY OF
TECHNOLOGY 2012 - 2014**Skills & Tools**

SPECIALIST

- Javascript & Browsers
- Source Control
- SPA Frameworks
- NodeJS (system tooling)
- Dev Team Operations
- Architecting UI
- Creative Coding (3D, 2D)

Skills & Tools cont.

GENERALIST

- DevOps Umbrella
- Project Management
- Recruitment & Hiring
- Polygot Programmer
- Mentoring

Community engagement & side projects

- NodeGirls/MusesCodeJS Mentor
- Co-organiser ReactBris
- BrisJS talks
- ReactBris talks

Conferences

- Web Directions Design, 2019
- SXSW 2016/18, Austin
- CampJS 2015/16/18, Aus
- NordicJS 2017, Stockholm
- APIDays 2016, Sydney
- JS & CSS Conf AU, 2016, Melbourne

References available on request.