

Michael Cannon

FRONT END DEVELOPER & UX DESIGNER

 michael.gannon13@gmail.com
 19 Dargle Drive, Rathfarnham
 +353 879240500
 http://michael-gannon.com
 07/04/1990

TECHNOLOGIES </>

HTML 5
CSS 3
Javascript
jQuery
Bootstrap 2 & 3
Stripe
Node
Angular
Mongo
Ionic
Android
Action Script
PHP
SQL

SOFTWARE

Adobe Photoshop
Adobe After Effects
Adobe Flash
Wordpress
Sublime Text
Espresso
Mailchimp
Filezilla
Eclipse
Axure

DEVELOPMENT

Source Tree
Bit Bucket
Bamboo
Jira
Vagrant
SSH, Linux, VIM
FTP/SFTP
phpMyAdmin
Git & Github
Emmet
Gulp
SASS
Agile

OBJECTIVE

To obtain a position in Web Development that will allow me to demonstrate the skills I have obtained and to creatively contribute to the organization to the best of my ability.

EXPERIENCE

I have been the Front End Developer and acting Project Manager at Visual ID since July 2015. I am responsible for the design, functionality & maintenance of all client side access points aswell as meeting various project deadlines.

System Design, Functionality, Maintenance, Updates and Improvements | VISUAL ID

July 2015 - December 2016

1. Working in a virtual environment (Vagrant) running CentOS to mimic the environment on the live Xen servers.
2. Using GIT, Source Tree (GIT GUI), Bitbucket, VIM, Linux & Bamboo for source control.
3. Led entire system upgrade from Bootstrap 2 to Bootstrap 3 (not backwards compatible) and all dependent libraries resulting in rewriting large components of the system.
4. Increasing workflow productivity by employing the CSS precompiled SASS, the task runner Gulp and the Sublime text plugin Emmet, for developing in short hand.
5. System optimization - allowing caching, no bad requests, minifying and concatinating code, avoiding CDNS, enabling Gzip compression and CSS sprite sheets.
6. Redesigning two internal tools for creating point of sale materials, used by over 4000 clients. These clients included Digicel, Spar, Centra, Supervalu and United Drug .

Web application | DODDLE

September 2015 - July 2016

1. Conducted low and high fidelity prototypes for the Doddle concept.
2. Created Doddle, a system rebrand and redesign, using HTML5, CSS3, Javascript and Bootstrap 2 & 3, all nested within LassoScript.
3. Data Driven Wizard - A step by step wizard to simplify creating Point of Sale materials. It was built in Javascript and makes use of the Bootstrap wizard library and the serialize.js library to serialize the form data into a JSON object for processing.
4. Facebook API - Doddle utilizes the Facebook API to Sign in with Facebook and also share created P.O.S. materials to Facebook.
5. Tourmyapp API - A step by step tour of the system to demonstrate core functionality.
6. Tawk API - Live chat feature for customer support.
7. Designing and uploading templates for use in Doddle using Adobe Photoshop and Illustrator.
8. Doddle logo design using Adobe Illustrator and Photoshop.
9. Ensuring Doddle displays, behaves and functions correctly across all browsers using vendor prefixes and Javascript.

Wordpress brochure site | DODDLE

September 2015 - July 2016

1. Story boarding animation for third-party animator using low fidelity prototypes and high fidelity prototypes.
2. Built prototypes to conduct internal usability testing for qualitative analysis to iterate and rapidly adjust designs based on feedback.
3. Optimizing site for mobile using CSS media queries and supporting the site across all browsers using vendor prefixes.
4. Implementing and managing Live chat.