Adam Kent

Curriculum Vitae

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# Personal Details

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| **Name :** | Adam Kent |
| **Address :** | *Redacted* |
| **Phone :** | *Redacted* |
| **Mobile :** | *Redacted* |
| **Email :** | adam@adamkent.me |

# Personal Profile

He is dedicated to making awesome products by keeping as up to date as possible with the latest web trends/technologies as well as applying knowledge gained from other areas such as game interactions and print design.

He has always been visually inclined with a leaning towards minimalism and a highly functional grid hierarchy. He is constantly debating with peers on best practices/approaches, challenging perspectives as well as being challenged by colleagues.

He is constantly feeding himself on the latest and greatest in usability design, especially while mobile interactions don't currently have a clear set of design rules.

He has been making programs ever since he got a copy of ‘*Peter Norton’s Guide to Visual Basic 4*’ with VB4 itself in 1997 and has been making side-projects ever since.

# Interests / Hobbies

He always has a programming project going on to learn something new or make something easier. He is a drummer that plays various genres such as Funk, Soul and Hip-Hop and when there's time between these he is a PC gamer who's still managing to get to the top spot in Counter Strike lobbies (alright, in casual mode).

# Technical Skills

## Front End

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| --- | --- | --- |
| **Javascript** | **React js** | **Node js** |
| **HTML 5** | **CSS 3** | **SASS** |
| **Grunt** | **Mocha** | **Rewire** |
| **Should js** | Backbone | Angular js |
| Require js | Karma | **Webpack** |
| **Jquery** | **Underscore** | Hammer js |
| Bourbon | Foundation 5 | Single-Page Apps (SPA) |
| LESS | Bootstrap 3 | Handlebars |

## Back End/Client

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| --- | --- | --- |
| **C#** | **ASP.NET** | **MVC 5** |
| SQL Server 2012 | **Visual Studio 2013** | NHibernate |
| Moq | **Razor** | Mongo Db |
| Ruby | Jekyll | F# |
| Python | Windows Server 2012 | AWS |
| **Git** | OWIN | WebAPI |
| WCF | WPF | PHP |
| Unity 5 | Unreal Engine 4 |  |

## Design / UX

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| --- | --- | --- |
| **Photoshop** | **Illustrator** | Balsamiq |
| 3DS MAX |  |  |

# Projects

## Commercial

### Whichcar

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| <http://whichcar.com.au/> |  |

A new car website designed to be more approachable to those with little knowledge about cars, it features a search utility focussed on a person's priorities rather than the standard make, model, engine questions.

This was a greenfield project that was intended to serve as the basis for upcoming classified sites. My involvement started at the prototype stage where a team of 3 was selected to build a functional prototype of the search area of the website. This prototype phase included us selecting the front-end architecture for the solution to fit in with existing build systems and server architecture. Once development of the final product started the team scaled up to 9 and my role shifted towards mentoring and maintaining code quality while delivering on features for each sprint.

**Technologies:** React js, Node js, Grunt, Mocha, Rewire, Should js, Karma, Underscore, Jquery, Hammer js, SASS, Bourbon, Foundation 5, C#, ASP.NET, MVC 5, WebAPI, Umbraco, Angular js.

### Motoring

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| <http://www.wheelsmag.com.au/> | <http://www.motormag.com.au/> |
| <http://www.adbmag.com.au/> | <http://www.amcn.com.au/> |
| <http://www.streetmachine.com.au/> | <http://www.4x4australia.com.au/> |

A series of editorial based websites driven by the same template. Front end work for the first site was outsourced (I moved onto the project as the first site was received).

This project was to be integrating into an existing back-end platform but the build system was modified to include the newer front-end technologies. My involvement started when the front-end code came back from the third-party. The project was scaling the third-party code up to 6 websites and fixing any bugs in the received code.

**Technologies:** Require js, LESS, Jquery, C#, Umbraco

### Momo

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| <http://www.tradeboats.com.au/> | <http://www.tradeaboat.co.nz/> |
| <http://www.newbussearch.com.au/> | <http://www.busnews.com.au/> |
| <http://www.dealsonwheels.co.nz/> | <http://www.tradeuniquecars.com.au/> |
| <http://www.tradeearthmovers.com.au/> | <http://www.tradeplantequipment.com.au/> |
| <http://www.tradefarmmachinery.com.au/> | <http://www.bluescountry.com.au/> |
| <http://www.farmtrader.co.nz/> | <http://www.trademotorcycles.com.au/> |
| <http://www.motorcycletrader.co.nz/> | <http://www.tradervs.com.au/> |
| <http://www.nzmcd.co.nz/> | <http://www.tradetrucks.com.au/> |
| <http://www.dealsonwheels.co.nz/> | <http://www.fullyloaded.com.au/> |
| <http://www.ownerdriver.com.au/> |  |

A project to house all classified sites with a shared database and schema.

My involvement with this project was during the brownfield phase. I have spent time on this project while in the front-end role and in the back-end role. The work on this project was mostly bug-fixes as well as migrating more sites onto the platform.

**Technologies:** LESS, Jquery, C#, Umbraco

### Autotrader

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| <http://www.autotrader.co.nz/> |  |

The classified cars site.

My involvement with autotrader was as a back-end developer and was in the brownfield phase. Most of the work was bugfixes although a few major pieces of functionality I created were; Replacing the search implementation with solr, and modifying the payment process to make it easier for the end user.

**Technologies:** Jquery, C#, NHibernate

## Personal

### Untitled Real-Time Strategy Game

Due to the new game engines being affordable to the hobbyist I decided to embark on building an RTS game with replayability of DOTA 2, the fun of Red Alert and the polish of Starcraft 2.

**Technologies:** Unreal Engine 4 (migrated to Unity 5 when it came out), C#, Photoshop, 3DS MAX

### React Hydra

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| <https://github.com/mr-damagii/react-hydra> |  |

Recently turned loose into the open source world. Hydra is intended to solve the SEO problem when using React js on a non-javascript back end. Currently building some more samples for the documentation before advertising its existence.

**Technologies:** Node js, React js, Express

# Work History

## Full Time

### Bauer Media - Front-End Engineer (July 2014 - Present)

* Creation of whichcar.com.au
  + Research Front-end tech stack.
  + Determine Front-end architecture of the product.
  + Creation of a functional prototype.
  + Creation of the full website.
* Maintaining coding standards across the team.
* Ensuring adequate unit test coverage for the product.
* Mentoring/Educating more junior developers in the team.
* Educating backend developers on front-end stack.

### Bauer Media - Back-End Web Developer (2011 - 2014)

* Maintainance of autotrader.co.nz
  + New Feature Development.
  + Existing Feature Support.
* Maintainance of bauermedia.co.nz
* Maintainance of propertypress.co.nz
* IIS Website Releases.
* IIS Website Setup.
* Front-end Bug Fixes.
* Back-end Bug Fixes.
* Front-end Design Cut-ups.
* International Development Team.

## Part Time

### Mimic - Graphic Designer and Digital Printer (2010, 3 Months)

* Time Management.
* Training Newer Team Members.

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### CPG Ltd. - Graphic Designer (2009, 1 Month)

* Designed the New Plymouth street lights (LED tubes down the high street)
* Concept Drafting and Development.

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### Duffil Watts Ltd. - Surveying Assistant (2008, 2 Days On Site)

* First Hand Real-World Data Collection.
* Working in a Small Team.

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### Apex Consultants Ltd. - 3D Modeller (2007, 2 Days)

* Creation of aeroplane models for a proposal video
* Animation of the aeroplane models

# Education

## 2011

### AMES I.T. Academy

* Diploma in Distributed Software (Level 6).
* Certiﬁcate in Windows Software Development.
* Certiﬁcate in SQL Server Implementation and Support.
* Certiﬁcate in ASP.NET Web Programming
* **Certiﬁcate of Academic Excellence (Top Student Award).**

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## 2008 - 2011

### Western Institute of Technology at Taranaki (WITT)

* Bachelor of Visual Arts. Computer Graphics Major.
* **Top Academic Student, Computer Graphics Major.**

# Referees

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| --- | --- |
| Zhi Lee Digital Delivery Manager  Bauer Media  *Redacted*  *Redacted* | Yi Chen Technical Lead  Bauer Media  *Redacted*  *Redacted* |