Nathan Tucker

Developer

Melbourne, Australia

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about.

Twenty-six-year-old based in Melbourne, Victoria. Experienced in developing clear and concise online spaces that that make for fluent user-centred design and learning new technologies in a growing industry. Outside of work, heavily invested in the arts and physically active, constantly striving for self-improvement.

technologies.

HTML5/CSS3	Java-Script	React	Next.js
Storybook	GraphQL	D3.js	WordPress
Photoshop	InDesign	Illustrator	Premiere Pro

experience.

V.I.
Front-End Developer | January 2019 - Present

- Slice and export optimised images from approved Photoshop, Sketch and Figma layouts
- Build EDMs to industry-based standards
- Test EDMs across standard email clients to ensure compatibility
- Liaise with designers and back-end developers to produce W3C compliant platforms
- Build templates for integration through Drupal and WordPress
- Brainstorm solutions for technical and design challenges
- Cross-browser testing and debugging
- Estimate time required and timeline development processes to realistically meet deliverables
- Manage content within content management systems
- Writing clear and concise documentation for project builds

Parable Productions
Digital Designer/Full-Stack Developer | April 2018 - December 2018

- Scheme, layout, and design features based on client requirements in mockup form
- Liaise with client on deliverables
- Build large scalable multi-dev sites
- Design ad campaigns featured in magazines and newsletters
- Develop EDMs and manage releases

Freelancing
Digital Designer/Developer | January 2018 - December 2018

- Restoring photos and creating multimedia videos/slideshows for a variety of events
- Design and developing online spaces
- Photography, editing and printmaking

volunteering.

Australian Government - Dept of Environment and Energy, Yarra Ranges Council
Green Army Participant | June 2017 - November 2017

- Environmental support to local land and heritage conservation across the Shire of the Yarra Ranges
- Plantation to public reserves
- Preserving existing plants
- Fence building
- Encouraging/educating the public to abide by safety regulations

Programming Help Desk, Swinburne University of Technology
Web Applications | August 2016 - June 2017

Assistant at Computer Hub (Work with Adobe), The University of Melbourne (VCA Faculty)
Adobe | 2015

personal projects.

Interactive Data Visualisation
D3.js | 2017

An Interactive Data Visualisation coded in JavaScript using the D3 library. This visualisation compares five leading countries and their average suicide rate yearly from 1950 to 2005

https://github.com/nathantucker/Suicide-Rate-Visualisation

Inferno Adaptation - Art Series
Photography | 2016

Conceptual Photography, shot on the Canon 550D with a 27 - 105 mm L Series lens. A series based on Dante Aligheiri's Inferno, as part of his Devine Comedy.

https://www.behance.net/gallery/74297245/Photography-Portfolio

education.

Swinburne University of Technology, Hawthorn Campus
Bachelor of Computer Science | 2016 - 2018

Completed 120 credits towards degree with units including:

Computer and Logic Essentials	User-Centred Design	Fundamentals of Data Management
Introduction to Programming	Object-Oriented Programming	Data Visualisation
Creating Web Applications	Interface Design and Development	
Networks and Switching	Development Project 1	

Lilydale High School
Victorian Certificate of Education | 2014

Additional Education/Units
Level 2 First Aid
Work Safely
Follow Basic Chemical Safety Rules
Plant Trees and Shrubs
Operate Basic Machinery and Equipment