PAUL ASHBY

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Self-motivated full stack developer leveraging background in art direction to create clean, effective websites and interactive media. Ability to build and maintain websites from concept to deployment with great attention to detail.

TECHNICAL SKILLS

Expert (e), Proficient (p), Intermediate (i)
HTML5 (e), CSS (e), Adobe Photoshop (e), Adobe Illustrator (e), JavaScript ES56 (p),
PHP (p), jQuery (p), Bootstrap (p), GitHub (i)

INTERPERSONAL SKILLS

Creativity (e), Verbal communication (e), Organisation (e), Collaboration (e), Research and planning (p), People management (p), Client liaison (p)

PROJECTS

Paperbird website I https://github.com/paulashby/paperbird-dev I https://paperbirdpublishing.co.uk/

- Summary: Online catalogue with integrated wholesale order system for trade customers
- Role: Sole developer, designer
- Tools: PHP, Processwire CMS, HTML5, SASS/BEM, jQuery, Photoshop

StMonday website I https://github.com/paulashby/stmonday I https://stmonday.xyz/

- Summary: Online shop for golf apparel start up
- Role: Sole developer, Virtual Private Server administrator
- Tools: PHP, WordPress CMS, HTML5, CSS, jQuery

Open Triviata Database I https://github.com/paulashby/open-triviata-api I https://otriviata.com/

- Summary: API serving id-tagged questions sourced from the Open Trivia Database
- Role: Sole developer, designer
- Tools: Python, PHP, MySQL, jQuery, UIKit framework

EXPERIENCE

Freelance Interactive Developer

Designmap London, UK, 2007 - 2011

Development of interactive applications for use in public spaces - including the multi-award-winning permanent exhibition on board the Cutty Sark.

- Utilised art direction skills to ensure visual consistency with wider design scheme
- Created visual assets for entire projects
- Incorporated additional technologies to extend Flash capabilities
- Researched and implemented animation optimisations for full screen graphics

Freelance Exhibition Designer

Designmap London, UK, 1999 - present

Graphic design for many high profile museum exhibitions.

- Developed overall graphic identities
- Presented concepts and liaised with client throughout process
- Attended site visits with 3D designers and production contractors
- Collaborated closely with curation staff on production of graphics

Art Director of 20-strong Art department

De Agostini UK London, UK 1993 - 1995

- Improved Art Department efficiency by implementing a system whereby newly-recruited junior designers produced the various forms and marketing materials required for new project launches.
 This allowed Art Editors to focus on more creative tasks and had the added benefit of streamlining the recruitment and mentoring process.
- Art directed and oversaw the running of many of the company's most successful titles.
- Ensured design teams met deadlines and were adequately staffed.
- Liaised with management and attended weekly strategy meetings.

EDUCATION

Certificate in Front End Web Development: University of Birmingham

A 24-week intensive program focused on gaining technical programming skills in HTML5, CSS3, JavaScript, jQuery, Bootstrap, Node.js and React.

HND in Graphic Design: Salford University