**P.E. BANFIELD**

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| Contact | Peter Emonds-Banfield | Tel: 206.466.8074  Email: [pebanfield@gmail.com](mailto:pebanfield@gmail.com) |
| Career Focus | * Complex client application development for highly interactive and data-driven software products * Product Design & Development with best practice methodologies * I am looking for permanent or contract development work. | |
| Portfolio | <https://pebanfield.herokuapp.com> | |
| Experience | March 2013 - Present The Walt Disney Company Seattle, WA  Staff Software Engineer   * Web application development for cloud services product * Product Planning * Interaction Design * Angular.js, Backbone.js and Node.js * HTML5/CSS | |
|  | January 2013 - March 2013 POP Digital Seattle, WA  Interactive JavaScript Developer   * Developed Windows Store App for Major League Soccer * WinJS & Object Oriented JavaScript * HTML5/CSS | |
| Experience | May 2012 - December 2012 BSkyB London, UK  Senior Web Developer   * Object Oriented JavaScript Programming with proprietary Sony framework for “Now TV” VOD streaming product * Custom Continuous Integration Framework w/ NodeJs & Jenkins * Sony PS3 development w/ Sony TargetManager * JAVA/JSP servlets for mock web service for unit & integration testing activities | |
|  | January 2012 - April 2012 PushButton London, UK  Senior Software Engineer   * Connected TV, Blue Ray disc & game console development activities * Participated in high profile product release for Amazon Instant Video * Helped define video playback and QOS metrics specifications * Produced high quality, unit tested HTML5 & JavaScript code modules | |
|  | September 2010 - November 2011 BBC London, UK  Software Engineering Lead   * Streaming Media Solutions Design * High volume streaming w/ CDN redundancy * OOP Design & Programming * Process Management & Build Automation * Product Research & Management * Product Design & Prototyping * User Experience Design | |

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| Experience | January 2010 - September 2010 Akamai London, UK  Senior Solutions Architect : Rich Media & Streaming   * Streaming media development for high capacity streaming * High volume streaming event support and problem resolution * Technical Requirements gathering * Streaming Media strategy planning * User Experience Design * On site consulting for large media organizations * Sales engineering support |
|  | September 2009 - December 2009 BBC Future Media London, UK  Flash Engineer   * Flash Development and Programming * Prototyping for IPTV Media Experience * User Interaction design |
|  | September 2008 - September 2009 BSkyB London, UK  Software Design Engineer : Rich Media & Video   * AS3, JavaScript & general Web development * TDD w/ Selenium & Hudson * Application Architecture, feature design & technical specifications * Product Design & Technical Roadmap * User Experience Design (story development) * Technical Project Management * Streaming Media strategy planning for live events |
|  | August 2008 - September 2008 Miniweb Interactive London, UK  Multimedia Developer   * Flash Development and Programming * User Interaction prototyping design for ITV * Animation and digital compositing production |
|  | April 2007 - July 2008 Disney Internet Group Seattle, WA  Multimedia Developer   * Flash Development and Programming with Actionscript 2 and 3 * User Interaction design analysis collaboration w/ design team * Animation and digital compositing production * Architectural Design Modeling w/ Enterprise Architect and UML * JavaScript, XHTML and CSS Development * Provided technical support to Disney business units and encouraged programming best practices * Evangelized product framework to L.A. and New York based business units * ASP.NET Development w/ C# * Automated Test Unit Development w/ FlexUnit * Participated in Agile sprint planning process * Process and workflow organization w/ source versioning and build tools |

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| Experience | April 2007 - August 2007 MSN Media Solutions Redmond, WA  Multimedia Developer   * Flash Development and Programming with ActionScript 2 and 3 * ASP.NET w/ XML Web Services * JavaScript, XHTML and CSS Development * Experience w/ internal Microsoft high volume publication platform * Internal Microsoft Content Management tools development * Participated in SCRUM based sprint planning * Team and paired programming w/ source control workflow | | |
|  | June 2006 - April 2007 DDB Seattle Seattle, WA  Lead Interactive Developer   * Flash Development and Programming with ActionScript 1 and 2 * Interaction Design and creative concepting w/ creative department * Management of multiple developers and producers on multiple concurrent projects * Flash Remoting w/ C# and SQL server * JavaScript, XHTML and CSS Development * ASP.NET w/ C#, TSQL and Web Services | | |
|  | Jan 2006 - June 2006 Microsoft Redmond, WA  Product Designer   * Interaction Design analysis * Flash interactive prototyping w/ ActionScript 2 * Graphic Design w/ Photoshop and Flash, PowerPoint * Conducted “Blue Sky” design concepting projects * Technical domain research * Acted as user advocate on multiple development teams | | |
|  | Oct 2005 - Dec 2005 Avenue A | Razorfish Seattle, WA  Developer   * Flash programming w/ Actionscript 2 * ASP.NET programming w/ C# and Web Services * Participated in Agile sprint planning * Automated test unit programming | | |
| Education | | University of Washington  [Dept. of Human Centered Design & Engineering](http://www.hcde.washington.edu/)  http://www.hcde.washington.edu/  - M.S. in Technical Communications Spring 2004  (Dates attended: Autumn 2001 – Spring 2004)  University of Washington  - B.A. in European Studies Winter 1997 | |
| Industry Skills | Software Engineering   * JavaScript/AJAX , jQuery, Angular JS, Backbone.js, Mootools, EaselJS, custom frameworks * Node JS * ActionScript 1-3, OSMF, custom media frameworks * HTML4-5, CSS2-3, XML, MXML * Java, C#, C * OOP, design patterns (GOF) * Application architecture & data modelling * Pure MVC, Backbone.js, Micro-Architectures * TDD practices, XP, CI, xUnit * Maven, Hudson, custom test frameworks & tools | | Product Management   * SCRUM/Agile process * Software lifecycle & release management * Test planning & manual suites, automation * Requirements gathering & documentation * Sprint planning, mentoring & leadership * Technical research & analysis * UX & Goal Directed design * Story Boarding & Prototyping |