

# Russell Wenban CV

## Objective

To a valuable part of a team using cutting edge technology, utilising my current skills and extending them further.

## Skills

### Web stack

Adept with a variety of front-end languages and tools

- Languages – JavaScript, ActionScript, HTML5, CSS3, and SCSS
- Frameworks and platforms – AngularJS, Ionic Framework, Node.js, jQuery, PureMVC
- Databases - MySQL, Firebase
- Development and testing – Webstorm, CLI, Git, MAMP, SVN, JSHint, Jasmine, Karma, and Protractor
- Build, test and package management – Grunt, Gulp, Bower, Homebrew and NPM

### Other competencies

Experience with a variety of disciplines

- Other languages familiar with - Flex, Java, Playframework, and Objective-C
- Animation tools - Greensock ( both AS3 and JS )
- Design Competency - Adobe Creative Suite - Flash, Photoshop and Illustrator
- Operating Systems - Preference for OSX but also familiar with Windows
- Project Management Disciplines and Tools - SCRUM, Jira, Trello, Redmine and Trac

## Experience

**Software engineer, Factornine Ltd, London** • *February 2015–March 2015*

- Designed, developed and released an iOS app written using the Ionic Framework
- Hosted on Github: [Magic Squares Mobile](#)

**Angular Developer (Freelance), Marketing Store Worldwide, London** • *November 2014–February 2014*

- Development of ‘Scheduling’ app for McDonalds using Angular and Firebase, to be used in-house for the design team to organise assets scheduled for in-store screen displays
- For this application I created a modular application that was compatible with IE9 and incorporated a Gulp build process

**Software engineer (Freelance), PTA Social, London • May 2014–October 2014**

- Revision of existing site for PTA social to be more Angular and to utilise HAL compliant application architecture.
- Using various Angular Services to handle updates to and responses from the Java Play Framework back-end.
- Creation of Angular UI elements to present the View to the user and allow the user to perform CRUD operations to modify the Model.

**Flash Programmer (Freelance), Oink Creative Limited, London • November 2013**

- Creation of banner ads for Durex and Finish using Greensock animation

**Multimedia Developer (Freelance), Videotel Marine International Ltd, London • May 2011–September 2013**

- Being part of the multimedia team in the production of Videotel's computer based training (CBT's) applications
- Bug fixes and adding improvements on the current ActionScript (AS3) framework
- Establishing automation procedures using Ant to speed up workflow
- Being instrumental in implementing and updating a Jira ticketing system

**Flash Programmer (Freelance), Oink Creative Limited, London • April 2011**

- Creation of a Microsite for Duck and Cover using Greensock animation

**Flash Programmer, Espresso Education, London • November 2008–February 2011**

- Creating e-learning modules using AS3 and AS2.
- Creation an AS3 Template using PureMVC, which allows multiple Modules to utilise the same runtime resources

**Previous Experience ( a small sample ) • 2000–February 2011**

- Making E-learning applications for **BBC Jam**
- Flash game for **Anchor Butter**
- Website for the **Media Circus Group** using 3d Papervision AS3
- Website for **DLAPiper**, incorporating loading streaming flv video dynamically using Flash Media Server
- Coding for a **Ford Ezine**, including using dynamic interactive control of streaming FLV Video content.

## Education

### **HTML5 – The Definitive Course - Dndigital • March 2011**

- Two day course with dndigital. A hands-on and energetic workshop concentrating on the new HTML markup tags and semantic rules.

### **Vyre Unify CMS Platform - Espresso Education • June 2010**

- An introduction on how to create a simple CMS site to display news articles, using the Unify Interface. Also, the course

### **Advanced ActionScript 3, OOP. - Dndigital • March 2011**

- In house training on how to incorporate basic GOF design patterns in AS3.

### **Computer Science - University of London Birkbeck College • 2004 – 2006**

- Programming in C++
- Object Orientated Programming: use of classes and inheritance.
- Database Management: Relational algebra and data manipulation using SQL.
- Computer Architecture: Including ability to program using assembler.
- Data Structures: Understanding of various types of file organization, and the ability to use algorithms to access and create data structures

### **University of East London: BA (Hons) 2:1 Fine Art (Film and Multimedia) • 2004 – 2006**

- 16mm film production, including use of lighting and traditional film editing.
- Computer animation and multimedia production using Director and Premier.
- Sound production
- Linear and non-linear video production.

## Github

I maintain a number of projects on my Github • [Russell Wenban - russellf9](#)

## Factornine

Further information can be found on my website • [www.factornine.co.uk](http://www.factornine.co.uk)

**References can be supplied on request.**