$Samson \ Ng \ {\it Software Developer and Designer}$

PROFILES

Telephone: 07904 096 349Email: info@samson-ng.com

• Portfolio: samson-ng.com

• GitHub: github.com/samson-ng-github

• LinkedIn: linkedin.com/in/samson-ng-5b63a293

Location: London

• Nationality: British • Portuguese (Visa not required in both UK and EU)

PERSONAL STATEMENT

I am a creative programmer from an artistic background. After 9 professional years in JavaScript development in the advertising field, I am looking for my next career move as a front or full-stack developer where I can design and build complex and sophisticated web applications. In addition to my proficiency in HTML, CSS, and JavaScript, I am skillful in various front and backend technologies listed below. With a degree in Graphic Design, I was a graphic designer before becoming a programmer, specialising in layout and user interface design. My strengths in mathematics and problem-solving, honed both academically and professionally, enable me to tackle programming challenges effectively. With a diverse skill set and a passion for creating captivating digital experiences, I am eager to bring my expertise to your business.

SKILLS

- Programming languages: HTML CSS JavaScript SQL
- Version control: GitHub
- Testing: Test-driven development Jest Supertest Insomnia
- Backend: PSQL database · Express REST API · Node Postgres
- Frontend: React Next Greensock Create.js Three.js
- Graphic and video editors: Photoshop Illustrator After Effects Figma
- Ad-serving platforms: Google DoubleClick Flashtalking
- Mathematics: A in A-Levels Mathematics
- Graphic Design: Typography Layout design User interface design
- Soft skills: Communication skills (articulation and explanation of my code)
 Teamwork (team programming and subsequent merge on GitHub)
 Organisational skills (prioritisation of tasks and time management)

CAREER

- **Digital Developer**, Freedman International (Jul 2018 Jan 2024)
 - Created as well as localised Javascript banners, static and video social media posts and billboard videos for companies such as: Meta, Instagram, Facebook, FitBit, Oracle and EA (Please find all of the mentioned works on samson-ng.com)
 - o Published banners on Google DoubleClick and Flashtalking
 - o Communicated design ideas with clients on storyboards
 - Liaised with stakeholders to make sure briefs and assets provided by clients are correct
 - o Trained junior colleagues on the above tasks
 - Wrote tutorials for junior colleagues on the above tasks
- Frontend Developer & Designer, This is Now (Jan 2017 Jul 2018)
 - o Built and published Javascript banners for companies such as: EE and BT
 - o Developed mini-games for companies such as: Organix and Tusker
 - o Maintained the company's WordPress website
 - o Handled all of the company's digital projects as the company's sole developer

- **Digital Developer**, Schawk! | Sky Works (Feb 2016 Jan 2017)
 - o Created and published in-house Javascript banners for Sky TV
- **Junior Developer,** Waste Creative (Dec 2014 Jan 2016)
 - Built and published Javascript banners for companies such as British Gas
 - o Experimented and made mini games with Google Cardboard and Three.js
 - Developed a 3D website for Spotlight Casino using Three.js
- Trainee Developer Intern, Rebellion (Jun 2014 Sep 2014)
 - Designed and coded the interface for Facebook Game 'Evil Genius Online'
 - o Implemented newly added game features
 - Improved the existing game interface
 - Managed the game database
 - Fixed various interface-related bugs
- **Graphic Designer**, Medialink (Apr 2010 Jun 2014)
 - Designed various print products such as billboards, posters, leaflets, magazines, booklets, business cards, letterheads, logos and web layouts.
 - Liaised with clients face-to-face or on the telephone

DESIGN AWARDS

- Adobe Design Achievement Award
- Core77 Design Awards, South Korea
- Taiwan International Design Competition
- Zgraf International Exhibition of Graphic Design & Visual Communication
- Hong Kong Designers Association Global Design Awards
- VAmerican Design Awards

EDUCATION

- Software Development Bootcamp, Northcoders (Apr 2024 Jul 2024)
 - The bootcamp is divided into various phrases such as: Advanced JavaScript, Backend,
 Frontend and the Final Major Project. We attended daily lectures and coding exercises.
 - At the end of the first phrase, we were tested in an exam on topics such as data structure, object-oriented programming, closure, asynchronous programming and recursion.
 - For the Backend phrase, we were assigned a four-day project to establish a PSQL database and an Express REST API for an imaginary news website.
 - For the Frontend phrase, we tackled another five-day project, building a React website that allows users to interact with the database developed in the backend phrase, namely creating, reading, updating and deleting articles and comments.
 - In the Final Major Project, I was part of a final group project which saw us all implement our abilities in a full-stack application using languages and methodologies such as AGILE to create a web application that solves a real world problem.
 - o In all of the projects I completed the work ahead of time, sometimes in only half of the time given. The mentors gave me exceptional feedback such as 'Your solution is great and the tests are exactly as we would want them.'
- MSc Computer Games & Entertainment,
 Goldsmiths University of London (Oct 2013 Sep 2014)
- MA Computational Arts, Goldsmiths University of London (Oct 2012 Sep 2013)
- BA Graphic Design, Central Saint Martins College of Art & Design (Dec 2014 Jan 2016)
- A-Levels Art & Design, Chemistry, Mathematics, Physics, Croydon College (Sep 2002 — Jun 2004)

HOBBIES

• Hobbies Travel: Travel • Fine art • Fitness