

Curriculum Vitae – Tristan Bunn

coder / designer / lecturer

PERSONAL DETAILS

Full Name:	Tristan Alan Bunn	Nationality:	South African in New Zealand
Gender:	Male	Mobile:	+27 82 369 5605
Birth Date:	1981-05-13	e-mail:	tristan@tabreturn.com
Language:	English	Residence:	Wellington, New Zealand

PORTFOLIO & GITHUB

<http://portfolio.tabreturn.com>

<https://github.com/tabreturn>

EDUCATION AND TRAINING

- **Masters in Information Technology**

Institution: University of Cape Town (2016)

- **Btech: Graphic Design**

Institution: Cape Peninsula University of Technology (2009)

- **2 year Digital Design course**

Institution: Mactrain Multimedia College (2003)

PERSONAL ACTIVITIES

Kitesurfing; running and mountain-biking to keep fit when the wind isn't blowing; playing around with new technology; working on some or other creative project; illustrating; reading graphic novels and popular science books; playing video-games (usually of the indie-variety); finishing any courses in which I'm currently enrolled ...

I'm currently playing with personal projects involving SVG shape-recognition, Jekyll conversions of existing websites; Bower, AngularJS, and cool developer tools I keep finding in the NPM repository.

INTRODUCTION

Since embarking on my design career over a decade ago, I've worked and lectured in both the aesthetic and more technical aspects of my craft. As a result, my portfolio includes a broad array of work, mainly comprised of web/UX design, print design, and illustration work - but evolving further towards web development along the way.

Through constant learning and self-initiated research, I have managed not only to improve my design skills, but also establish myself as an accomplished coder. It is the overlapping areas of logic and creativity that I find most inspiring in my work.

Having managed the output of a web design department, I'm able to keep a foot in the domains of both design and development, while also serving as a successful liaison between the two. Lecturing in my field is something I am also particularly passionate about, and in addition to my lecturing experience I have developed and managed courses nationally across four campuses. Although it is difficult choice between academia and industry, I have always strived to keep my skills current in both.

TL;DR: I am highly adaptable, always up for a challenge, pay careful attention to detail in my work, and strive to maintain a cutting-edge skill-set. Lecturing and front-end development currently serve as my primary focus.

SKILLS

Web Development

Vast experience in creating websites from brief to live product, through the implementation of various web technologies. Portfolio of work in this area includes campaigns for Netcare, SARS, Samsung, and other blue-chip clients.

Design

Portfolio includes web/UX, multimedia, print design, corporate identity, and illustration work:
<http://portfolio.tabreturn.com>

TECHNICAL PROFICIENCIES

** rating out of a possible 5*

Code

Languages:

- ActionScript/haXe	****
- HTML(5) & CSS(3)	*****
- JavaScript	****
- PHP	**
- Python	***
- SQL	**

Frameworks & Libraries:

- AngularJS	**
- Arduino & Processing	*
- Bootstrap	****
- Flask	***
- jQuery	*****
- SASS (Compass)	*****

CMS:

- Django	*
- Drupal	*
- Wordpress	***

Other:

- LAMP Management	**
- Linux/Mac/Windows	****
- Git	***

Design

Raster:

- Adobe Photoshop	*****
- Gimp	****

Office suites:

- Microsoft Office Suite	*****
- Libre/OpenOffice Suite	*****

Sound & Video:

- Adobe Audition	***
- Adobe Premiere	***
- Audacity	***
- Adobe Flash	****

Vector:

- Adobe Illustrator	****
- Adobe InDesign	***
- Inkscape	****

WORK HISTORY

- **Jan 2016 - current**

Massey University

- College of Creative Arts; Wellington campus

Position: Interactive Media Lecturer

Contact: Andre Ktori (Tel.: +64 4 801 5799)

Responsibilities:

- Preparing learning materials for interactive media related papers in line with contemporary pedagogical thinking and practices.
- Teaching and assessing across papers in the School of Music and Creative Media Production.
- Evaluating and reviewing the programme development through academic and industry consultation.
- Contributing to the development of programme enhanced learning initiatives.
- Working with Massey facilities and technical staff to identify facilities, equipment and software required for teaching.
- Generating research and bidding for competitive research funding.
- Advising and mentoring graduate students and junior colleagues on research.

Technologies & Skills:

- Lecturing and course development in the areas of web, mobile, social media, and game technologies – specifically for interactive media classes covering: HTML5, CSS3, JavaScript; and the design/UX of websites and gaming applications.
- Advising and assisting in the implementation of technical infrastructure and network management (server set-up and maintenance) for course delivery and presentation of student portfolio work.
- Managing Linode server for student hosting of portfolio work, and ongoing training purposes.
- Development of course materials for Moodle-based LMS system.

- **Apr 2015 - Dec 2015**

Springlab

- a technology incubator / startup

Position: Front-End Developer

Contact: Sheraan Amod (Tel.: +27 21 448 0496)

Responsibilities:

- Translating agile software development stories into reusable units of functionality.
- Developing and implementing new features (credit card payments; guided tours).
- Contributing to, and converting UX design requirements into high-quality HTML/JS/CSS, while establishing and implementing best practices and standards for all web presentation layers.
- Working closely with back-end developers to ensure the integrity of the UI throughout the development life cycle.
- Start-up projects include RecoMed (<http://recomed.co.za>) - the nation's leading online platform for medical professionals and their patients.
- Bug-fixes, maintenance, and re-factoring of existing front-end code.

Technologies & Skills:

- Git for version control; Scrum development environment.
- Designing and implementing robust client-side solutions with AJAX and JSON, integrated with Python-driven back-ends.
- Writing front-end (Jinja2) code using the Python Flask framework. Integration with Django & PostgreSQL back-ends.
- Writing and testing HTML5, CSS3, and JavaScript code (using various frameworks and libraries such as lodash, when.js, curl, jQuery, and cujoJS) that is cross-browser compliant and mobile-friendly.
- Writing SASS (Compass implementation) for all CSS requirements. Implementing Bootstrap framework features in both RecoMed and the white-label variants of the website.
- Managing outsourced design work for print and digital marketing of RecoMed - with the outsourced designers reporting for approval and feedback on any design work.

- **Feb 2011 - Mar 2015**

Vega

- college of advertising, design, and brand leadership; Cape Town campus

Position: Senior Multimedia Design Lecturer

Contact: Jan Horn (Tel.: +27 21 461 8089)

Responsibilities:

- Lecturing Multimedia Design for BA Degree 1st, 2nd, and 3rd year students.
- National Head of Digital Media, responsible for course development and coordination across Cape Town, Durban, Johannesburg, and Pretoria campuses.
- Development of curricula and accompanying materials of full- and part-time courses, largely covering web design and development.
- Main area of lecturing specialisation largely in the interactive domain (web, UX, gaming, etc.), but also covering some animation, audio, and video.

Technologies & Skills:

- Lecturing and preparing documentation for 2nd and 3rd year web *development* classes covering: HTML5, CSS3, JavaScript, jQuery, and ActionScript 3.
- Lecturing and preparing documentation for 2nd and 3rd year web *design* classes, covering: Adobe Photoshop, Adobe Illustrator, Adobe Flash, and Wireframe.cc.
- Lecturing 1st year (introductory) courses in Adobe Premiere and Audition.

- **Jan 2010 - Jan 2011**

Achievement Awards

- an incentive, motivational, and performance improvement business

Position: Web Design Team Leader

Contact: Roger Ingarfield (Tel.: +27 21 700 2300)

Responsibilities:

- UX design, design, and front-end development for client campaign websites, as well as a new online shopping catalogue system.
- Managing website production and coordinating/reporting between various departments, especially involving creative/design and web development.
- Migrating existing front-end to a new back-end CMS (running ~20 client websites).

- Clients include Samsung, Standard Bank, DB Schenker, Netcare, Mercedes-Benz, and SAB amongst others.

Technologies & Skills:

- Writing and testing front-end HTML4&5, CSS, and JavaScript code that is cross-browser compliant, and ensuring IE6-support where applicable.
- Integrating and designing front-end templates for in-house CMS. Back-end built by in-house developer's using PHP and MySQL.
- Writing ActionScript3 (and haXe) banner and advertising components for campaign websites and CMS. XML functionality implemented for dynamic content.
- Adobe Photoshop, Adobe Illustrator, and Adobe Flash design and animation work for websites and other promotional content.
- Writing code and designing for Wordpress and static websites.
- HTML email newsletter design and coding.

● **Mar 2007 - Dec 2009**

Concept Interactive

- a print, web, and multimedia design college

Position: Head of Department (Web)

Contact: Anne Centner (Tel.: +27 21 461 3371)

Responsibilities:

- Lecturing Web Design for Diploma 1st, 2nd, and 3rd year students.
- Head of Web, responsible for course development and accompanying materials of full- and part-time courses, largely covering web design and development.
- Main area of lecturing specialisation largely in the interactive domain (web, UX, gaming, etc.), but also covering some animation, audio, and video.
- Design and coding of college website, with dynamic portfolio sections/galleries for student work.

Technologies & Skills:

- Lecturing and preparing documentation for 1st, 2nd, and 3rd year web development classes, covering namely: HTML, CSS, JavaScript, jQuery, PHP, and AS3.
- Lecturing and preparing documentation for 1st, 2nd, and 3rd year web design (and some DTP) classes, covering namely: Adobe Photoshop, Adobe Illustrator, Adobe

Flash, and Adobe Fireworks.

- Lecturing 1st year introductory courses in Adobe Premiere and Audacity.
- Teaching and developing Nodebox course (creating 2D visuals – static, animated and interactive – using Python) in order to teach programming fundamentals to design students.

● ***Jul 2005 - Feb 2007***

Wayke Studios

- a web design and internet marketing agency

Position: Web Designer & Developer

Contact: Partner: Chris Wale (Tel.: +27 21 556 8375)

Responsibilities:

- Web design and front-end development for bespoke client websites (usually static with some turn-key PHP/ASP features). Back-end developers contracted on a per project basis.
- Clients include Robin Banks and Warren Conradie (development programs. conferences, seminars & workshops), The Tarragon (self-catering holiday accommodation), and Ecosse Subsea Systems (offshore engineering).
- Corporate identity design.
- Graphic design for brochures, annual reports, and other print collateral.

Technologies & Skills:

- Creating and coding HTML & CSS (table-less) static websites.
- Designing and customising a phpAlbum driven website for Event Photography.
- Integrating PHP and ASP form-mailers.
- Integrating JavaScript plugins (for form validation and other useful scripts).
- Creating Flash animations for interactive presentations and web banners (controlled using ActionScript2).
- PHP-Nuke template designing, customisation, and implementation.
- Extensive use of the Adobe Creative Suite for print and web design.

- **Jan 2004 - Dec 2004**

Build2trade

- a web design, print design, and internet marketing studio

Position: Junior Web & Print Designer

Contact: Craig McLeod (Tel.: +27 82 580 1460)

Responsibilities:

- Designing templates for online website building product Build2trade - now "Build." (<http://www.getbuild.today>).
- Graphic design for brochures, business cards, and other print collateral.

Technologies & Skills:

- Macromedia Dreamweaver and Freehand.
- Adobe Photoshop.
- JavaScript plugins.
- Flash animation and basic ActionScript2.
- Digital illustration.

RESEARCH PAPERS

2016: An Automatic Marker for Vector Graphics Drawing Tasks

Investigating the development of an automatic marker/assessment tool for vector graphics drawing tasks. The technologies involved rely heavily on front-end web development languages & frameworks to provide a web-app solution.

2009: The Development of a Programming Fundamentals Course for New Media Design Students

Investigating open source programming environments for creating static, animated, and interactive code-generated artworks - specifically to provide graphic/web designers with an accessible and visual way to learn programming.