

# Robin Wigsten

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## Snr. Front-End Developer

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A ridiculously friendly Front-End Developer that writes  
scalable Front-End solutions with JavaScript, CSS and  
HTML through delightful UI's.

### Skills overview

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Creating complex Front-End applications using  
JavaScript (vanilla, ES5/6, AngularJS), HTML5 and CSS.

Setting up Front-End architecture using Gulp,  
Webpack, SASS, handlebars, template engines and  
other Front-End technologies and frameworks.

Cross platform testing and optimisation ensuring a  
consistent experience on a variety of devices.

Designing interactions and animations for better,  
more enjoyable and smooth products.

Creating pixel perfect responsive web applications  
from designs.

Timing, estimating and delivering on expectations.

Hiring, training and overseeing front-end contractors  
and freelancers to ensure consistency across projects  
and delivery.

Delivering and creating presentations on key  
technologies within Front-End topics, internally  
and externally.

### Key skills

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**JavaScript / Vanilla JS / ES5 / ES6**

**AngularJS / jQuery**

**Gulp / Webpack**

**Sublime / Visual studio code**

**Bootstrap**

**CSS / CSS3 / SCSS / SMACSS / OOCSS**

**HTML5 / Handlebars / Moustache**

**GIT / SourceTree / Version**

**Adobe suite**

**Sketch**

## Select given presentations

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### **(S)CSS Smells** — @sydCSS

Common pitfalls of coding in SCSS and how to avoid them, explained with real life examples.

### **Beautiful code** — MullenLowe Profero

How to write code that not only looks good in but is beautiful to none-human readers as well.

### **Browser innovation** — MullenLowe Profero

An update on trends in browsers, Front-End specific, and what to look out for in the coming years.

### **CSS Animations** — MullenLowe Profero

How to use and handle CSS animations in projects to enhance the experience for the user.

## Select projects

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### **eastland.com**

Multi brand site theme including technologies like AngularJS components, Babel and ES6 compatibility, split-advanced Gulp tasks run by ES6 imports & finally data driven Handlebar templates for a full and testable front-end site experience with the latest up to date data.

### **guzmanygoomez.com.au**

Sitecore friendly Front-End setup with compartmentalised markup and SCSS - with a fully working inline site editor experience. Complex CSS selectors such as drop-caps and fixed background-scroll.

### **villagecinemas.com** — mobile only

Data driven single-page application with complex component-inheritance for the easiest 'move and swap' content experience. Built with AngularJS as a mobile-first responsive site on top of complex 'animation & data loaded' callbacks and promises.

### **karimums.com.au**

Rebuild with purpose to simplify maintenance and improve user experience. Removed some 1000 important css declarations and split site CSS structure into well organised SCSS architecture with clear inheritance, sitemaps, re-usable JavaScript through data-tags and OOCSS patterns.

## Studies

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### **BILLY BLUE COLLEGE OF DESIGN**

*Jun 2009 - Sep 2011*

Bachelor of Design in Digital Media

*Awarded:*

Green carrot award for conitnous creative excellence

## References

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Can be left upon request.

### **BERGHS SCOOL OF COMMUNICATION**

*Feb 2009 - Jun 2009*

# Latest work experience

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## **MULLENLOWE PROFERO** — Nov 2012 - April 2017

### *Senior Front-End Developer*

- Tasked with building, setting up, and maintaining applications and websites across a variety of mediums, screens and clients.
- Responsible for timing and estimating new projects, features and bugs.
- Oversaw & trained contractor, freelancers and junior developers.
- Ran training and keynotes to raise and inform company on various Front-End topics.

## **LOWE PROFERO** — Nov 2012 - April 2017

### *Lead UI Developer*

- As the Lead Interface Developer for MullenLowe Profero and I have been responsible for the entire front-end side of the business.
- Responsible for timing and estimating new projects, features and bugs.
- Responsible for researching and evangelising new technologies.

## **PROFERY SYDNEY** — Nov 2012 - Feb 2013

### *Digital Designer*

- My main task at Profero was to help bridge the gap between the technical and the design team.
- I was responsible for managing and introducing responsive web design patterns into the company.
- I designed and developed several web products.
- I helped the Creative Director and the lead Art Director to come up with creative solutions to client problems.

## **ABOUT MY BRAIN** — Nov 2012 - Nov 2014

### *Digital lead*

- Lead full-stack developer responsible for maintaining brand site and main product site.
- Main contact point for contractors, freelancers and liaison to client for communication.
- Responsible for ensuring smooth and optimal delivery across all digital mediums and products.
- Oversaw multiple back-end developer to ensure delivery of multi-platform product.

## **Holy Cow, FireFly Interactive studio...** — Jul 2011 - Jul 2012

### *Freelance & contract as Web Designer & Web Developer*

- Helped senior and management positions to deliver pixel-perfect designs.
- Aided in coding full website Wordpress platforms solutions to a variety of clients.
- Helped lead designers to scope and designing concepts by using Wireframes, prototyping and finally designing.
- Worked with game team to deliver children's games with various animations & GIF creations.
- Worked with senior Developer to maintain and help add features to a variety of Wordpress and microsites.
- Responsible for assets creation.