

I have been engaging in web development seriously since 2008 and have over 3 years commercial experience working in fast paced digital agencies. I am passionate about crafting my skills in front-end development and learning emerging web technologies.

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## Skills Profile

### Technical Skills

**Markup:** HTML5, XHTML 1.0 Strict

**Languages:** JavaScript, PHP 5, ActionScript 3, MySQL

**CSS & Compilers:** CSS 2.1, CSS 3, LESS, SASS

**Frameworks / Libraries:**

AngularJS (1.5 years), Ember.js, Backbone.js, Require.js, Node.js, Modernizr, Twitter Bootstrap, jQuery, underscore.js, Codeigniter MVC

**Package Managers:** Grunt, Gulp, NPM

**Testing Frameworks / Tools:** Jasmine with PhantomJS/Karma

**API's:** Facebook SDK, Google Maps, Places and Youtube API

### Applications

- Sublime Text
- Adobe Creative Suite CS3 - CS6
- Tortoise SVN, Git
- NetBeans
- PHPMyAdmin
- Browserstack, VirtualBox
- Charles
- Trello, Jira
- Google App Engine, MAMP / WAMP

## Commercial Experience



### Razorfish London Creative Technologist

18/02/2013 - current - 1 year 11 months

Responsibilities includes rapid prototyping, UI development, JavaScript development for web applications and maintaining existing client projects.

#### Projects:

- Lead front-end development on large scale hotel booking web application for a venture capital startup company yonderbound.com (11 month project). Developed using AngularJS, Require.js, jQuery, LESS, HTML5, CSS3, Twitter Bootstrap, Google Places API, JSON and Facebook SDK.
- Developed mobile and desktop online banking prototype for Lloyds Banking Group using AngularJS, JavaScript, SASS, HTML5, CSS, Grunt.
- Rapid pitch development for Beats, Bottega Venetta, Britvic. Developed using Backbone.js, HTML5, CSS3 and Grunt.
- Web application development for multiple award winning Unilever All Things Hair brand (allthingshair.com). Responsible for extending functionality, refactoring, debugging, performance optimisation and new market creation. Developed using Ember.js, JavaScript, SASS, Jasmine, Karma and Grunt.
- Kiosk/desktop web application development Unilever Dice. Developed utilising Backbone.js, jQuery, localforage, HTML5, CSS3, Grunt.
- Rapid prototyping for clients including Habitat, Home Retail Group using Google App Engine, JavaScript, HTML5, CSS3.

### Freelance - Web Designer & Front-End Developer

26/07/2014 - 07/10/2014 - 3 months

- Responsive e-commerce conversion for mobile and tablet devices: mercimamanboutique.com

05/07/2012 - 06/10/2012 - 3 months

- Web design and development for rolflinglondon.co.uk, fineartconservation.co.uk built using XHTML, CSS, PHP 5, JavaScript, jQuery.
- Web design for e-commerce web application Nervous Wardrobe.



### Naked Penguin Boy Web Designer & Front-End Developer

05/07/2010 - 06/07/2011 - 1 year

A digital media company specialising in design and build. Clients include: Paramount, Universal Studios, itv, Intel and many more.

#### Projects:

- Web design and front-end development on Sports Podge web application and bespoke event management CMS.
- Front-end development functionality improvements for Casino Geezer, Kairo International and Ladbrokes.
- Web design, animation and localisation for Megamind game, Dragons universe microsite and Kung Fu Panda 2 ecards.
- Web Design for bespoke client side CMS for NPB clients
- Flash design, animation and front-end maintenance for in-house projects.
- Vector illustration for econsultancy.

## Qualifications

### BSc, Multimedia Technology & Design with professional development

Brunel University - 2008 - 2012

**Awarded Grade: First Class Honours**

#### Final year project:

uapprove.co.uk - Client approval platform designed for digital agencies. Built using PHP, MySQL, Codeigniter MVC, JavaScript, jQuery, XHTML, CSS.

#### Modules:

Emergent Multimedia Technologies

E-Business Systems

Digital Media Production Management

Interaction

Databases for Multimedia Applications

3D Design & Animation

Time-Based Multimedia

Web Applications

Multimedia Design

Marketing Communication

Design Practice

Internet & Web Technologies

Systems & Computing

## Completed Courses (28)

(lynda.com, codeschool, pluralsight, frontend masters)

- Angular.js Fundamentals
- Shaping up with Angular.js
- Real-time Web with Node.js
- Fire Up Ember.js
- HTML5 Canvas Fundamentals
- CSS3 from Scratch
- JavaScript the Good Parts with Douglas Crockford
- Web Application Performance with Kyle Simpson
- Warming up with Ember.js
- JavaScript Best Practices
- JavaScript Design Patterns
- Git Essential Training
- Structuring JavaScript code
- jQuery Essential Training
- JavaScript Road Trip part 1, 2, 3
- Try jQuery
- Up and Running with Bootstrap
- HTML Fundamentals
- Responsive Design Fundamentals
- HTML5 First look
- Creating a Responsive Web Design
- Responsive Design Workflows
- Web Design Fundamentals
- HTML5: Structure, Syntax and Semantics
- Testing Clientside JavaScript
- D3.js Data Visualization Fundamentals

## Current Core Toolbox

- HTML5
- CSS3
- JavaScript
- SASS
- Grunt
- Modernizr
- FastClick
- Respond.js
- HTMLShiv
- Browserify
- jQuery
- Jasmine
- Karma
- Normalize
- AngularJS
- NPM

## Hobbies & Interests

I largely spend my spare time striving to keep up to date in changing web technologies through lynda.com, pluralsight, code school and tech meetups. I also have a passion for photography and building UAV multicopters, utilizing 3D printing and CNC machining to design and build custom parts.

## A few clients I have worked for



## Currently Studying

### JavaScript ES6

I believe ES6 will change the way front-end web applications are developed a great deal. Compilers such as traceur enable ES6 to be used in development today to take advantage of a more semantic syntax using classes, modules, constants, promises and many more native implementations.

### Web Components

Coming from AngularJS I understand how beneficial directives can be and believe the future of the web involves a wide adoption of web components providing the necessary encapsulation to deliver robust widgets and modular components to native web applications.

### HTML5 Canvas

I am often intrigued about the possibilities of HTML5 canvas and WebGL that would not be possible with standard HTML, CSS and DOM manipulation techniques. I am currently studying the video series 'The Nature of Code' by Daniel Shiffman teaching the necessary techniques and formulas used to create organic visuals.