DanBouckley

I am a Front End Developer, UX Designer, coffee drinker and vinyl record enthusiast. With a background in Interaction Design, and years of commercial web development experience - I create rich, efficient, responsive websites for clients big and small.
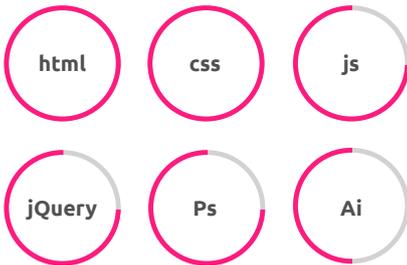
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Software and languages

html   css   js

jQuery   Ps   Ai

Libraries and frameworks

Production

Google JS APIs such as Maps, Charts and Analytics

Twitter Bootstrap

jQuery

Development

Bower
Grunt
Node JS and NPM

Workflow

My workflows use either SVN or GIT for version control and am proficient with the UNIX command line.

On the side

Outside of my day work I am trying to populate my github account with tools and frameworks I have created along with accompanying documentation and homepages.

I am also getting to grips with node js and require js to further enhance my front end development tool kit.

Statement

Hello! I am an enthusiastic, motivated and capable front end web developer that is able to combine strong artistic flair with a passion for the industry in order to consistently deliver rich, concise, dynamic and interactive UX and UI solutions.

With a strong belief in standards compliance and cross browser compatibility, an extensive knowledge of core front-end technologies such as HTML, CSS and Javascript, coupled with strong knowledge of the jQuery javascript library.

I am a flexible, efficient and reliable individual, capable of working alone or as part of a team in order to accomplish challenging targets - able to manage projects and communicate effectively across multi-disciplinary teams.

Current position

During university I was a Freelance Web Designer for IXD+ Ltd in London and, after graduating, joined their creative team in a full time role. Throughout my time there I found myself most enjoying core web front end technologies and pushed myself to learn and specialise as a front end developer.

It was my aim to to expand this further and so joined the team at Gamer Network as an Interactive Web Developer to work on projects in-house with a small team. This allowed me to combine my passion for the videogames industry and interactivity in websites.

I was heavily involved with the in-house interactive advertising formats and was responsible for the development of the 'Portrait Ad', a new HTML interactive advertising format. I also maintained larger scale projects such as the Eurogamer Events platform which I helped restructure in 2012 in order for it to support a multitude of new sites.

I felt I had reached the end of my journey at Gamer Network and wanted to work on bigger architectural challenges, so took a job at the digital agency - Reactive. Here I work on medium to large scale websites and have recently become responsible for the front end stack, of which I have introduced SASS and Grunt.

My role at Reactive involves building in-browser responsive prototypes of website functionality and design patterns, before taking these into production.

I also help interview all new front end developers that wish to work at Reactive London.

Employment History

Reactive
Front End Developer
London, UK
June 2013 ~

Working on a total front end overhaul of a large scale site in the Reactive portfolio, with a brand new front end stack and architectural approach. Working closely with the art director and back end developers to rapidly test ideas and correctly apply the projects vision efficiently.

Management of the front end stack, architecture and responsive prototyping on all new project builds. Responsible for time quotes and briefing freelancers on new projects.

Consulting external clients, aiding their processes and giving guidance where necessary - influencing best practices.

Clients Include Tesco, British Airways, Intelligent Energy

Gamer Network
Interactive Web Developer
Brighton, UK
June 2011 - June 2013

Developing interactive advertising solutions for our clients in standard advertising formats as well as bespoke products such as microsites and interactive overlays.

Responsible for creating advertising frameworks of in-house interactive advertising across the Eurogamer Network as well as managing and developing our in-house advertising tools. These are used to aide teams across the UK and Europe to build dynamic and interactive online advertising.

Managing the short and long term goals of the Eurogamer event site platform, the associated UX and front-end development of the Eurogamer Expo, Rezzed and Game Horizon event sites.

Clients Include 2K Games, Alienware, EA, Sony Computer Entertainment

Education

Ravensbourne College
Chislehurst, UK
2007 - 2010

Degree BA Hons Design for Interaction

Exhibited at New Designers 2010

Ravens Wood School
Keston, Kent, UK
1999 - 2006

A-Level Graphic Design (B), Film Studies (B)

GNVQ Information Technology (Merit)

GCSE Nine A - B including Maths and English

Hobbies and interests

I consider myself passionate and vocal about user interface design and its influence on emerging technologies, within both static and mobile platforms. I regularly attend live music events and am a keen collector with an extensive music collection on different formats. Videogames and the gaming industry is also a key hobby of mine and the Gameboy advance console specifically holds a very special place in my heart.