Dan Bouckley

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Hello!

My name is Dan Bouckley and I am a front-end developer, coffee drinker and vinyl record enthusiast.

I have a background in interaction design and years of commercial web development experience - I create performant, scalable and rich web interfaces for clients big and small.

danbouckley.co.uk   linkedin.com/in/danbouckley

Personal Statement

I am an enthusiastic, motivated and capable front-end web developer that is able to combine a strong eye for visual design with a passion for quality code.

I have a strong belief in standards compliance and cross platform compatibility, an extensive knowledge of core front-end technologies such as HTML, CSS and Javascript - combined with proficiency of CSS pre-processors, as well as modern Javascript frameworks, such as Angular and React.

Fanatical about congruent, documented and testable front-end code in order to consistently deliver lean, scalable and intelligent user interfaces.

Skills

HTML5 & CSS3
BEM / OOCSS methodologies
SASS / LESS

Javascript
Angular
React
Typescript
jQuery

Tools
Git / Svn
Grunt / Gulp / Webpack
Unix command line

Design
Sketch
Adobe Creative Suite

APIs
Google Maps
Google Analytics

Other
Front-end architecture
Responsive web design
Web performance
Agile methodologies

Current Position

Freelance
Front End Developer
London, UK
October 2014 ~

Clients Reed Business Information, Proagrica

I left full-time employment in 2014 to work on bringing a large, data-heavy desktop app into the browser. This was a 2 year agile project, from inception to release, working as a close-knit team while being situated in multiple locations.

I worked to provide the team with a front-end framework and architecture with an accompanying styleguide / toolkit. These tools were used to assist the development team when building the application as a whole, enforcing code reuse, scalability and performance.

I also worked closely with the UX team, assisting in component development and reuse, with a strong emphasis on interface usability and user familiarity.

Employment History

Reactive
Senior Front End Developer
London, UK
June 2013 - October 2014

Clients Tesco, British Airways, The Stationary Office

Originally working as the sole in-house front-end developer within a team of engineers and designers, I was responsible for the front-end architecture on some large scale projects for Tesco.

I provided in-house tools, promoted code standards and consistency, of which allowed the team to construct scalable and maintainable front-ends.

I was also heavily involved in rapid prototyping and design in the browser. This was used to assist the workflow of the design team, as well as to help the client's ability to visualise proposed solutions.

This role also included assisting in the development of new staff members.

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

Clients 2K Games, Electronic Arts, Microsoft, Nintendo, Sony Computer Entertainment

Working in both the core development and advertising teams, I was responsible for a variety of front-end solutions within the company portfolio.

I worked with the advertising team to create rich interactive advertising solutions in standard online formats, as well as bespoke products to meet client need and expectation.

I provided in-house tools and frameworks to aide teams across the UK and Europe to build dynamic and interactive online advertising for the Gamer Network group of websites, complete with performance metric tracking.

My role within the core development team was primarily concerned with a new event site platform, originally launching with the event "Rezzed" - I was responsible for the design and front-end architecture of this new product.

Education

Ravensbourne College
Chislehurst, UK
2007 - 2010

Degree BA Hons Design for Interaction
Exhibitions New Designers 2010

Ravens Wood School
Keston, 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 it's application on current and emerging technologies. I regularly attend live music events, predominantly with angsty vocals and am a keen record collector. Videogames and the gaming industry is also a key hobby of mine, and am an unapologetic Nintendo fan.