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PROFILE
Contract developer with over nine years experience in Web, PC, and iPhone development. Experienced in C, C++, Objective C, Java, PHP, SQL, Ruby, and Perl. Quick study, excellent both in a team and solo. Good sense of humor, and the ability to work productively with clients. Has worked in international teams to produce commercially sold products. Strong multi tasking skills: able to effectively maintain multiple deadlines and priorities.

As a contract developer, I have learnt to take over projects from other people and come up to speed on them quickly and without fuss. I can work effectively as part of an online team of developers. I have experience in meeting with clients and helping them work through the systems review and requirements analysis required before development can begin and I enjoy working through iterative design processes with clients to achieve their goals.

Technology	Years Exp	Rating (out of 10)
C++	3	7
Java	2	6
C	7	8
Objective C	7	9
Javascript	7	9
HTML	7	8
CSS	4	7
SQL	7	9
PHP	7	9
Perl	1	4
Ruby on Rails	2	6
Python	1	5
OpenGL	1	4
Network Protocol programming (FTP, SMTP, HTTP, DNS)	6	8
AJAX	5	8
XML	3	6
MySQL	5	6
PostgreSQL	3	6
FileMaker	2	7
REALbasic	7	9
Source Control(GIT, Subversion, CVS)	4	7

Platform	Years development experience
iPhone	2
Mac OS X	9
Unix/Linux	7
Windows	7

EXPERIENCE

SENIOR DEVELOPER, OPEN POLYTECHNIC, Wellington — 2010-2011

Working in an agile environment as a Senior developer working primarily with PHP (SilverStripe cms), Javascript/HTML, SQL, Eclipse and git for source control.
Unit testing is done using a combination of cruse control and selenium.
Working as a part of a team we have successfully delivered an aggressive schedule of releases to the Open Polytechnic website.

LEAD DEVELOPER, NPC UNLIMITED, SEATTLE, WA — 2005-2010

Contract iPhone development, in-house iPhone Applications, Java Game development, Java Tools framework development. Primary iPhone author for 5 released titles with more in the works. Consistent on time and on budget delivery of contract software.

Worked across 18 time zones to effectively meet aggressive deadlines.

As the lead developer of NPC I worked on a cross platform 2D Sprite game engine written in java, and on various iPhone applications written in objective C and C.

I worked with the other developers to create and release various games based on that 2D Sprite Engine.
http://www.npcunlimited.com

LEAD DEVELOPER, BIG BEARD GAMES, CHRISTCHURCH, NZ — 2008-PRESENT

In partnership with an artist successfully released three iPhone applications for sale in 8 months. All with 3/5 star customer ratings or better.

As the lead developer and co-founder of Big Beard Games I entered into a business relationship with a talented local designer and we subsequently released as partners 3 iPhone games to the Apple iTunes App store, the games were written in Objective C and C, and used the OpenGL ES API provided for the iphone, taking advantage of the Cocos2D game engine to create impressive and fun visual effects.

We were able to contact and use the music of two locally based artists, Sick Cycle and Dose for one of the games, RAVE.
http://www.bigbeardgames.com

LEAD DEVELOPER, PATCH SYSTEMS, CHRISTCHURCH, NZ — 2007 - 2009

Print Management and E-Commerce web site for New Zealand's largest online printing company.
Manages the entire process from the creation of the order by the customer through to delivery.
The software provides a nation-wide system for multiple print suppliers and other partners to bid on jobs from across New Zealand and enables the successful bidder to manage and track the status of the order as it flows through their system.

With a wide network of both wholesale and retail clients, design partners, resellers and print suppliers, *The Production House* is the largest online print store in New Zealand.

I worked on all aspects from web front end to database.

In particular my role as Lead Developer meant that I worked with web designers and graphic artists to create the functionality that powered the site, taking the visual work created by them and using css and javascript to provide the front end functionality and php/mysql for the back end.

I worked with programmers from other firms in the cases where specific work was outsourced, providing them with the required technical detail and overseeing their efforts to ensure that the end result would work well with the existing architecture. I also performed the final integration of their work into our framework.

In addition I built a desktop application that worked from the same database and provided order, quote, account and customer management for people using the application in 6 specific roles: as print suppliers, graphic designers, print production, accounting, administration and print/design resellers. The wide variety of roles and access requirements necessary meant that this application needed to be secure and well designed from the ground up.

After evaluating the package for the purposes of providing a capital valuation of the software involved, Peter Cummins of the [DataSouth Group](#) had this to say:
"In reviewing the Patch Pro system we were very impressed by the quality and functionality of the product (...) the system provides a design and print solution with an associated web presence that allows printing services to be sold online (...) the software also has an extensive range of back-end services that support the platform."

The system needed to provide functionality to various websites providing differing interfaces and roles depending on the type of clients that used them.

http://www.patchsystems.co.nz
http://www.theproductionhouse.co.nz
http://www.clickprint.co.nz
http://www.patchprint.co.nz
http://www.patchpro.co.nz

OWNER, BUSH SOFTWARE, PALMERSTON NORTH, NZ — 2001-2007

Contract software development.

I delivered a wide range of services using a variety of tools chosen to meet the needs of customers from a range of countries including New Zealand, America, Britain and Europe.
As a software contractor I have learnt to work effectively with clients based in the US, Europe and Britain. I have also learnt to manage my time efficiently and I've had a very thorough grounding in the direct relationship between time and money. I've had to understand and handle contracts, invoicing, payment, tax issues and secret-squirrel NDAs in a professional manner.
One of the important things as a contractor is working with the end user, encouraging them to provide feedback and to learn the new systems as they come online. This is a role I have enjoyed and been proficient at.
http://www.bushsoftware.com

CONSULTANT, VTC , STEPHENS CITY, VA — 2004-2005

Cross platform application for delivering training videos from the web or on the desktop, with testing and searching capabilities.

VTC provides training videos and testing across a wide range of topics to both companies and the general public, I was responsible for taking the existing desktop player and improving its functionality and interface, adding search and testing capabilities as well as creating a stand alone testing application with the ability to encrypt the tests and the results for sending to a key server.

Initially the player was capable of playing only a selection of videos from a CD. Amongst other things I was required to improve functionality in order to display and provide selections from a web server based on the license of the users, create a key server application to track and control the network use of limited licenses on a company LAN.
http://www.vtc.com

LEAD DEVELOPER, DRUMBEAT SOFTWARE, LOS ANGELES, CA — 2003-2005

I was responsible for the release of two major and five minor versions of a Napster clone for the Macintosh. I took the

project over at a critical stage of growth and added numerous improvements to its speed and functionality, including re-architecting socket communications, providing code for file and download storage on a local database. These changes were the central reason for increase in product sales during this period.

http://www.drumbeat.info

DEVELOPER, DIGITAL FUSION, PALMERSTON NORTH, NZ — 2000-2001

Filemaker Pro database development for an application that interfaces to the online BNZ system for batch processing of payments from offsite locations.

Also various other filemaker solutions.

EDUCATION

- CDC Hi Tech Launch Program 14 week intensive course: presentations skills, strategic planning, business planning, operations management, relationship marketing, and IP Protection.
- Massey University, Palmerston North, NZ — Mathematics and Operations Research, A Average, 3 Classes short of Degree

SKILLS

Programming, Mathematics, Program design, Web front end and back-end, C, C++, Objective C, Java, Applescript, php, mysql, Ruby, Ruby on Rails, Javascript, CSS, HTML and XML.
I also have experience in working directly with the HTTP, FTP and SMTP protocols via TCP.

TOOLS

XCode, Code Warrior, Eclipse, Text Editors, Chat, Unix, Windows, Macintosh OSX,

HOBBIES/INTERESTS

Outside of work I enjoy computer games, camping & tramping, walking, reading, swimming and spending time with my family (partner of 14 years and our twin girls, 4 years of age).

I also enjoy enjoying trying new languages and coding projects away from the deadlines of work. I have written:

A funky 3D spinning picture cube called PicCube, written in objective-C against the cocoa libraries and utilising the openGL api for Mac OS X, this is available for sale as shareware at http://www.bushsoftware.com

A fun shareware application called iDistract, chosen as a Staff Pick by Apple Software that allows you to download and play your favorite flash games from your desktop or easily share them with other users, witten in objective C and using the WebKit api.

SharpDo - a visually oriented task management system (still in beta) written using mysql, php, css and javascript and designed to make it easy to group your tasks, view them in different ways and track their progress. You can see the demo at: http://www.bushsoftware.com/sharpdo/

..and various other projects that seemed like fun at the time :)

Referees:

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