

# TIM DANIELS

## Software Developer

2 Chapel Street, Bere Alston, Plymouth,  
Devon, PL20 7DE.

Email: [info@timdaniels.co.uk](mailto:info@timdaniels.co.uk)

Telephone: 07873 837509

[timdaniels.co.uk](http://timdaniels.co.uk)

[linkedin.com/in/danielstim](https://www.linkedin.com/in/danielstim)

[bigfishdiary.com](http://bigfishdiary.com)

## Skills

### C#



Currently my primary strongly-typed language, utilising classes, data objects, inheritance, Pure MVC, ASP.NET MVC, design patterns, Visual Studio IDE.

### JavaScript



Daily use of JQuery, inheritance, web workers, Google Maps, Ajax, JSON, closure pattern and prototypes.

### CSS



Extensive experience of layout techniques, responsive design, SASS, animations, transforms, transitions, mixins, best practice and web standards, tables, grids and media queries.

### HTML5



I am interested in Local Storage, Web Sockets, Drag and Drop, Geolocation, Cache Manifest, Audio and Form Validation API's.

### Object Oriented Design



Competent use of UML, sequence diagrams, story boards, class diagrams, use cases, state diagrams, inheritance, polymorphism, composition, and inheritance.

## Summary

An Agile Web Developer with nine years experience in designing, implementing and maintaining complex client/server applications, based on a sound understanding of the principles of object oriented programming. I am equally at home creating strongly typed class libraries, as I am creating web components with JavaScript, HTML5 and CSS3.

A varied work history before training to be a Software Developer, has helped to shape me into a well rounded individual with a broad spectrum of skills and interests. Building fast, user-centric, responsive and beautiful websites is something I love doing, and this shows through in my work.

## Key Skills

- Particularly competent with C#, Java, JavaScript, HTML5, SASS and CSS3.
- Information system analysis and design based on object-oriented methodologies and modelling languages.
- Have developed and optimised numerous mobile web applications, based on the MVC architecture.
- Six years experience with Agile methodology and Scrum skills, continuous integration (using Jenkins, Octopus, Sonar, JIRA) and clean code.
- Translation of Adobe Illustrator designs to pixel-perfect, cross browser/device implementations in client software for supported platforms.

## Work History

Nov 2015 -  
Present

Freelance Web Developer

[Tim Daniels Design](#)

Involved in all aspects of web development and small content management systems for private clients, using PHP/MySQL.

The technologies I am learning more about at the moment are:

- ASP.NET MVC.
- Ajax XMLHttpRequests and responses.
- JavaScript closure, prototypes and inheritance.
- User Experience Design.

Apr 2007 -  
Nov 2015

Software Developer

[Derivco Ipswich UK](#)

I was involved in all stages of software development for the gaming industry. This included requirements gathering, Agile architecture and design, coding and bug fixing. During my time with this international software house I progressed through the following roles:

### Mobile Developer (2012 - 2015)

As part of an Agile team, I contributed to the development of an enterprise level, multi-layered, data driven, sports book web application. We developed the application within Visual Studio in C#, that was cross-compiled into JavaScript. The architecture was based on PureMVC, although we added a further Presenter Layer, and the view was built in HTML5 and CSS3.

- While working on this complex application, I helped to optimise it to work on desktops, tablets and mobiles.
- I developed the (dynamically populated) mobile side menu.

## Java



Past experience of Java Servlets, GWT, classes, inheritance, PureMVC and the Eclipse IDE.

## Agile Methodology



Considerable experience of Scrum, continuous integration, poker planning and user stories.

## Visual SVN



Competencies include branching, merging, and source control.

## Debugging And Issue Problem Solving



Extensive experience of Chrome Developer Tools, WEINRE, Device Inspector, break point debugging and fault analysis.

- I pair programmed the (content managed) rotating banner, and scrolling functionality.
- Taught myself C#, SASS, and how to translate Adobe Illustrator designs into webpages.

### Web Developer (2010 - 2012)

I was a member of the team that spearheaded Derivco's first foray into mobile web application development, building a complex, data driven, multiple player, poker gaming system. It's modular design included a lobby and multiple tables, using a GWT Java/JavaScript application based on the PureMVC architecture.

In order to successfully switch from being a Flash Developer to Web Developer I had to:

- Re-train myself in JavaScript, HTML5, CSS3, and responsive design.
- Develop several PHP/MySQL, dynamic, responsive websites in my spare time.
- Create a demo website to share this new knowledge with my colleagues, with an accompanying tutorial and information document.

### Flash Developer (2007 - 2010)

I helped in the design of web based slot games and poker gaming systems using the Flash IDE and ActionScript (1, 2, 3). The process started with a customer specification, evolved into a UML design package, and then became a reality using object oriented class-based code. The role required strong graphical skills (animations, symbols) backed up by the ability to construct modular client-server based applications.

## Education

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Sep 2003 -  
Jul 2006

BSc(HONS) Computing and Web Technologies (2.1)  
UNIVERSITY OF PLYMOUTH

### Final Year Project:

The research, design and implementation of a dynamic Java web application called Surfboard Finder, including a rule-based expert system for assisting in choosing the correct surfboard for the user's particular circumstances. The application made use of web services technology to provide at least 50% of it's surfing-related content.

## Previous Qualifications

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- ECDL Computing Certificate (98%).
- Lincoln Technical College gaining 'A' Levels in Politics (A), Sociology (A), Law (D).

## Personal Interests

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Varied hobbies, sports, and interests including: wave surfing; carp fishing; watching Arsenal and England playing football; browsing the web; modern history and current affairs; gardening; water colour painting; mixing dance music; and socialising with friends.

I am particularly interested in the future of the web including responsive design, mobile optimisation, and HTML5 (and 6) in general. I build PHP/MySQL dynamic websites for a hobby, and enjoy learning a little about what makes good web design.