

Simon McWhinnie

I am a flash programmer with strong knowledge of ActionScript 2.0 and 3.0 as well as experience in HTML, PHP, CSS and Javascript. I enjoy the challenge that comes with programming and I enjoy producing a working piece of software. I have participated in many projects and can easily work by myself or within a team.

Objective

I wish to become an Actionscript 2.0 and/or 3.0 programmer in a small to medium sized multimedia company where I can use my technical knowledge and innovation for the benefit of the company. My technical knowledge in many fields outside of Flash, particularly in Adobe products as well as HTML and CSS enables me to work more efficiently.

Contact Details

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Portfolio: <http://www.veen-online.com/portfolio.html>

Education and Qualifications

Tertiary Education:

Griffith University

Location: Brisbane, Australia

Study: Bachelor of Multimedia

Major: Internet Computing

Graduated: 2009

Skills and Experience

Skills:

I have in depth knowledge and experience using the following languages

- ActionScript 2.0 and 3.0
- HTML 4.0.1
- CSS 1,2 and 3
- xHTML 1.0

I have had some experience using the following languages

- Javascript

- PHP
- MySQL

I also have in depth experience using the following applications

- Flash Pro
- Premiere
- Dreamweaver
- Photoshop
- Audition
- Notepad++

Personal skills include

- Used to working to a deadline
- Enjoy working within a team environment or leading a team
- Goal Oriented
- At ease communicating with external clients and customers

Experience

Internship

Completed an 18day/6 week internship with Hoodlum, a Brisbane based Multimedia company. My role during this internship was to learn as much as possible about working in a multimedia company as well as develop Flash software at a professional level. I learned a great deal during my time at Hoodlum, completing a number of software projects.

Freelance Website Designer

Recently I have completed a number of freelance websites with a university colleague. The work has given me good experience in working to deadlines as well as dealing with clients and client issues.

Global Village and VMP Project

As part of my degree, we were tasked to complete a year-long project for Global Village and Video Media Pro. Global Village is an international network of language schools and the task set to us was to build the new Global Village Qld website featuring Web 2.0 technologies.

The client wanted to incorporate as many Web 2.0 technologies as possible. A website was therefore created using the ModX CMS system along with the Simple Machines Forums and custom built ModX plug-ins.

Dates: March 2008 – Nov 2008

Roles: Lead Programmer, Client Liaison, Lead Tester, Assistant Requirements Manager

My role as lead programmer and lead test was to approve all programming work and testing and to deal with any issues that arose throughout the coding and testing phases. My role as client liaison was to organise meetings, keep the client up to date, address any issues that the client had and ensure a good line of communication between the client and the rest of the team. The purpose of my role as Assistant Requirements Manager was to help develop the requirements for the project to ensure that what we delivered to the client was what the client required.

Skills used: CMS/PHP installation and coding, time management, project planning, problem solving and strong communication skills.

Queensland Mental Health Review Tribunal Interactive DVD Project:

This project required a prototype of an interactive DVD be created in order to show the client what might be technically possible for their problem; a way to explain to mentally ill people about the process of the Queensland Mental Health Review Tribunal. This project was designed to accompany an Informational DVD that was being produced alongside our own timeframe by the Queensland Mental Health Review Tribunal.

Dates: March 2007 – End June 2007

Roles: Lead Programmer, Client Liaison, Change Manager.

As the programming requirements were minimal, my main role was to check and approve the code. My roles as client liaison and change manager were more time consuming. Sweeping changes had to be made at the request of the client, but concluded with the team delivering a prototype. The project unfortunately was further hampered due to legal implications in respect to the original product that was requested by the Tribunal.

Skills used: ActionScript 2.0 coding, time management, project planning, problem solving and strong communication skills.

Work History

Media Monitors, Queensland

Dates: 24/5/2004 – 02/08/2009

Position: Broadcast Monitor | Press Production Officer | Studio Operator

My roles within in the company was to produce high quality summaries of radio and television programs, as well as divide newspaper and magazine articles which would then be forwarded onto clients and interested parties.

Referees

Victoria Sefton, State Manager, Media Monitors

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Ross McMahon, Day Supervisor, Media Monitors

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Jareth Bone, Lead Flash Developer, Hoodlum

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Chris Stevens, Partner in Freelance Work

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