

Glen Pike

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PERSONAL PROFILE

A technically proficient, curious, individual, with creative flair, who can learn fast and enjoys adapting to meet new challenges easily. Experienced in a number of programming languages with skills in a wide range of computer technologies.

Produces tested, high-quality software, websites and multimedia using a variety of tools and best practices, whilst also able to teach these skills to others.

Excellent communication skills gained by working in a variety of roles with a wide range of people.

Dynamic, agile, team player, with the self discipline to work alone.

COMPUTER SKILLS

Specialities: JavaScript, CSS, HTML & tooling. All coupled with best practice.

Experience: ES5, ES6, Koa, React, Redux, Mobx, CoffeeScript, Backbone, Marionette, RequireJS, jQuery, Mocha/Chai/Karma TDD, d3js, SASS, NodeJS, Agile, OOP, LESS, QUnit, Git, Linux, Docker, Go, Python, Apache, Couchbase, MySQL, PHP, Bash, PostgreSQL, Ruby on Rails, Perl, Flash/Flex/ActionScript, XML, C/C++, SVN, Windows, MSSQL, Java, ASP, Mac, various multimedia production software.

Learning: Docker, Kubernetes, JavaScript ES6/ES7, WebAudio, SVG

EXPERIENCE

Jan 2016 – Present day Swoop Lead developer.

Developing a SaaS product, from the ground up, for improving work flow and communications in the printing industry using JavaScript for client and server applications with containerised deployment.

Maintaining and improving legacy software and managing cloud based infrastructure.

Helping to build and manage team of skilled developers whilst contributing to technical strategy and process improvement within the company.

Mar 2012 – Dec 2016 Headforwards Senior UI developer.

Developed user interfaces for cloud computing management, as part of an Agile team, contracted by NTT Communications.

Led development of web control panel for Enterprise Cloud services written in JavaScript/jQuery with LESS/CSS running on a Perl/Postgres stack.

Key developer of a cloud management platform web application running MarionetteJS with front end testing work-flow using Mocha, Chai & Karma and Continuous Integration on Jenkins. Trusted lieutenant code-reviewer for front-end development. Produced HTML/JS, and oversaw creation of CSS, coding standards. Ran technical interviews for prospective front-end developers and developed training materials for new starters.

Aug 2008 – March 2012 Engineered Arts Software engineer.

Created a touch-screen interface to control “RoboThespian”, an animatronic robot, with Flash/AIR/AS3/XML running on Linux desktop, web-browsers & Android tablets.
Built content management systems for customers and internal use, with Flash and HTML/CSS/jQuery front ends connecting to PHP/XML/Shell scripted server side code.
Created Python scripts allowing a user to control one or more RoboThespians and DMX lighting rigs from Blender3D allowing "live" control and recording of animation to MySQL databases.
Created C/C++ daemons to interface Text-to-speech engines and speech recognition software, the robot software and JackAudio.
Authored numerous scripts, Flash applications and tools to help internal work.
Built and managed internal Linux servers running SVN/Bugzilla/Samba with Wikis, project management tools and daily backup.
Built, configured, maintained, fixed & supported Ubuntu/Gentoo Linux systems for running robots and touch-screens.

Dec 2004 – Present day Self employed Multimedia developer

Conceived and developed educational resources on behalf of Surfers Against Sewage for Key Stage 2 and Key Stage 3 in Flash, ActionScript 2 with audio-recording and design work. Authored HTML, JavaScript, CSS and Flash based websites for local small businesses. Skinning and customising WordPress websites. Contracted for US company on a Ruby on Rails / Backbone based tax-form-submission product.

Nov 2006 – Nov 2007 Nixon Design Multimedia developer

Built beautiful websites & CMS systems using XHTML, CSS, Flash, Contribute, PHP and MySQL.

Oct 2004 – Nov 2006 uknetweb Multimedia developer

Developed web sites using Flash, PHP, HTML, JavaScript, CSS and MySQL. Created an e-commerce application, customised and currently used for a number of shops. Developed Flash games, sites and applications, which use ActionScript2 & Flash Remoting. Designed the award winning Surfers Against Sewage website.

July 2004 – Dec 2004 Self employed Project Animateur & Developer

Proposed, designed, managed and ran a project to develop a 'present' for the “Electric December” on-line advent calendar. Conducted 4 days of workshops teaching animation and model making to year 8 & 9 children. Created the Flash website to showcase this: www.electricdecember.org, (choose Year 2004, Day 01).

Sept 2001 – July 2004 Cornwall Youth Music Action Zone Creative worker

Worked on various projects helping young people create and produce music, visuals and a live performance of choreographed skating, visuals and music.
Designed and coded the CYMAZ website, using HTML & CSS.

Nov 2003 – Dec 2003 Stralfors Contract Developer

Contributed to developing print proofing solutions for a client extranet by coding various modules and functions in VBScript for ASP, SQL for MSSQL server, HTML, and CSS.
Developed a Visual Basic .NET application to enable faster label printing for production-line workers. Refactored existing C code to reduce error prone manual operations.

Oct 2002 – Mar 2003 Toshiba Information Systems (UK) Developer

Specified software operation of a TV set for a team of German developers. Was the liaison between developers, local design team and engineers in Japan. Aided development of, and implemented, the On Screen Display interface for this TV set.

May 2001 – May 2002 Panasonic Owl Developer

Played a key part in establishing an automated test system for digital TV decoders. Implemented Java test modules, created test coverage analysis tools and modules to read / write XML configuration files. Established and maintained a small intranet. Coded C for serial communications test hardware and wrote Perl scripts to control video playback via a web-server interface. Supported software development teams based in Japan, UK and the USA.

Oct 2000 – Mar 2001 AMS-Neve PLC Developer

Enhanced and maintained a real-time system that controlled and synchronised audio recording equipment. Implemented a Jog/Shuttle control used in film post-production. Sound for a huge number of films over the last 16 years has been produced with this controller. Coded C to run on parallel micro-processors in a digital audio mixing console. Provided technical support to engineers and customers.

1998 – 1999 AMS-Neve PLC Software Tester – work placement

Tested Windows based automation software and digital mixing hardware. Improved and amended smoke test procedures. Created automated Windows installation scripts and accompanying setup instruction manuals for engineers. Supported customers with technical issues regarding automation software and setup.

EDUCATION & TRAINING

Advanced JavaScript training with Kyle Simpson @getify, 2015

Royal Yachting Association (RYA) Dinghy Instructor (2011), Level 1, 2, 3 & Seamanship Skills in dinghy sailing (2009/10), Level 2 Powerboat (2009), Level 1 windsurfing (2009), RYA First Aid (2009 + 2011).

BEng. (Hons) First class in Electronics, Music & Media Technology at Leeds Metropolitan University (2000).

BTEC National Diploma in Engineering at Shrewsbury College of Arts & Technology (1996) – achieved 25 out of 26 possible “Distinction” grades.

GCSE's: Nine at Grade 'C' or above (1990).

Driving License: Full, clean.

INTERESTS

It is difficult to tear myself away from the computer and I am currently exploring and creating music and visual software as my passion for this has been rekindled in recent months.

I run a Code Club at my daughter's school, which is in it's second term. I previously ran a club in another local junior school for 3 years. Both of these clubs help children learn programming with Scratch – codeclub.org.uk. I've also run workshops with www.dbscode.co.uk and have helped out with Summer and Easter Schools in the local area where graduates and young people can learn software engineering skills.

I like to immerse myself in a variety of books to relax and gain inspiration, whilst I have also been known to put pen to paper for drawing purposes.

I have volunteered for many organisations, including those who work with young people. With Shropshire Youth Arts Network, (SHYAN) I helped set up and run sound systems for various events and helped a youth theatre group with their video project. With Livewire youth project, Saltash I helped teach children to use music technology.

Moving to Cornwall allowed me to participate in various water sports such as bodyboarding, sailing, windsurfing and kayaking. A desire to keep the sea clean led me to volunteer for Surfers Against Sewage running their stall at events, performing general administration work and designing various stationery, and campaign graphics. I previously taught young people to sail, windsurf & kayak with the Making Waves project for 3 years where I volunteered as a qualified Dinghy Instructor at Stithians Lake.

I started the Couch to 5k program in January 2017 which led to running the ROC 5k in under 21 minutes in June 2017. I hope to improve on this time next year.

More at www.dijitl.co.uk and <https://github.com/glenpike/>