

# Mike Almond

## Creative Technologist

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A programmer with over 9 years experience of front-end development building websites and applications. Largely self-taught and highly motivated, with a focus on creative coding, experimentation and iteration of ideas. I believe strongly in learning by doing, and enjoy the challenge of picking up new skills and trying new mediums for creative expression.

### Technical skills

- Language agnostic developer with experience in Haxe, JavaScript, AS3, Java, C/C++, Python, Ruby, Obj-C, PHP.
- Extensive knowledge of web and mobile technologies.
- Source control (Git, SVN), build automation and continuous integration (Jenkins, Travis)
- Experience building Arduino and Raspberry Pi based electronics projects.

### Personal skills

- I like to work closely with other members of a creative team to plan projects and work towards a common goal.
- I'm passionate about creative coding and art; using tools like Processing and Cinder.
- I enjoy creating and contributing to Open Source Software projects.
- Where appropriate I always aim to write clean, easy to maintain code.
- I enjoy the process of finding and fixing bugs.

### Education

2002-2005

Huddersfield University, W Yorkshire      Music Technology & Audio Systems BSc, 2:1

1998-1999

Ferndown Upper School, Dorset      A-Level Physics (C), Chemistry (C), Geology (D)

During my time at Huddersfield University parts of the course included programming; I learnt some basic C++, PIC Microcontroller and audio DSP programming, and was able to take optional modules in more advanced creative programming using Flash and Director. That was enough to kick-start me into learning more, and I haven't stopped learning, programming, or creating since.

## Employment

### Developer / Lead Developer

Pilot Interactive / MadeByPi – madebypi.co.uk – Leeds  
04/07 – 06/15

MadeByPi is a web design company that builds websites, games, and apps for a range of clients including, Disney, BBC, and HSBC. As a web developer my job involved working with other talented designers and creatives to build engaging digital experiences.

#### Key Achievements:

- Planning, building, and leading the development of interactive client-side projects and applications (Web, Mobile, Display) with a focus on creativity and innovation with emerging technologies.
- Working closely with the rest of the front-end development team to create a standard framework, with automated builds, testing, and documentation.
- Providing programming support to junior developers and designers.
- Fixing bugs and reworking applications developed by third parties.
- Building software and sites to be used by millions of people across the world.

## Personal interests

In spare time I love to experiment with digital technologies and especially enjoy working on procedural art and small electronics projects. That said, whenever possible I like to make time to get away from technology, being outside (often with a camera), going for walks, and simply watching the world go by.

## References

References are available on request