Oliver Harris

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Initial portfolio can be viewed using the above link.

Reliable, passionate and motivated with a genuine interest in the digital mix of web, mobile, social, email and particularity responsive display, design and user-experience.

Proficient in:
- NetBeans / Visual Studio
- Adobe Photoshop / Illustrator
- Lightweight semantic code creation
- Cross-browser HTML5 / CSS3 / jQuery (a passion for responsive design, using the ZURB Foundation grid and Oracle JET a specialty)
- Manipulating any data required from REST endpoints and AJAX calls; whether objects or arrays
- Specific skills with JavaScript debugging related to touchscreen or mouse input, and the different ways Apple and Android devices parse this code
- SVG integration / use of web-fonts and root-emphasis text
- Familiar with C# / .NET / ASP.net setup; C# Razor syntax for database form input
- Using repositories and version-control / FTP
- Miscellaneous tools such as WinMerge to compare and merge code, Balsamiq if wireframes are required, PixelRuler for pixel-perfect site development
- Umbraco certified level one and two

Current focus:
- Training up in the intricacies of the React framework
- Studying detailed JavaScript, including concepts - asynchronous programming, closures, types, ES6

Oracle, Reading, UK   **2017 - Present**
Senior Applications Engineer
Worked as part of Oracle's AI Apps team, collaborating with a globally distributed team building multiple bespoke dashboards and demos from scratch to handle user-interface (including drag-and-drop) and advanced filtering/sorting of REST data, dynamic data-output diagrams / visualisations.
- My role was receiving feedback from user stories and then implementing these changes based on these further requirements, so developing a keen awareness of architecture and deliverables
- General abundant mastery of the OJET (Oracle JavaScript Extension Toolkit)
- Combining multiple REST output with smooth asnynchrous page-load and update
- Promises and deferred techniques for handling data-flow
- Handling npm installs
- Initial handling using unit-testing qUnit and Karma
- Remote debugging on different machines/tablets/browsers/operating-systems
- Streamlining software Business Approval process
- Regular Scrum attendance to help create production scale AI solutions
- All usual code commit/merge using SourceTree; using Jenkins to build remotely
- Knowledge of Docker and Kubernetes; debugging using kubectl, updating tagged images, and port-forwarding hosted image services

Operated within the DataFox team acquisition for the last six months, initially responsible for converting the front-end Handlebars code of their chrome-extension into an Oracle JET interface; including new support for multiple languages.
- Beyond that was spent getting more to grips with the main DataFox codebase, which was written in NodeJS. Tasks included wiring in endpoints from the database to output on the front-end, and more Ember/Handlebars code.

Addison Group, London, UK   **2016 - 2017**
Mid-Weight Developer

Collaborated as part of a team to produce a high standard of coding for high-profile client websites. Clients worked on include: Coats, Diageo, Essentra, InterContinental Hotels Group, Kingfisher, Legal and General, LetterOne, Prudential, Takeda, The Royal Foundation, Wolseley.

- CMS technologies I am now familiar with include Sitecore, WordPress and more legacy ASP bespoke systems, as well as Umbraco.
- Some sites are inherited from previous agencies, and as such are variable in code quality or documentation – sifting through a labyrinthine WordPress site for maintenance purposes, with little previous knowledge of build has granted me a certain fearlessness in the face of understanding technological construction and studying components. Cross browser, cross device compatibility and W3C standards are still important as well. There is also much more of an emphasis on deploying code across a number of site-versions here, whether Dev > Staging > WebProduction > Live if a legacy site, or Local > Dev > Staging > Live if a more recent build – this has allowed me to grasp a further appreciation for moving and integrating code.
- Working fast and hard under pressure are further skills I have picked up – often having to work on other projects, whilst simultaneously being aware of different work on different site-versions, awaiting client sign-off before migration can occur. Work is given by a separate Client Services Team daily, so quality-assured code needs to be written promptly.
- As well as general uploads/maintenance, I've also had to build HTML emails, and written code for Google WebAnalytics.
- New front-end build tools used on a regular basis include Gulp and SASS, as well as more general software such as SourceTree for downloading/uploading to GitHub, or Campaign Monitor for sending emails.

Chartered Institute of Marketing (CIM), Cookham, UK   **2013 – 2016**
Front-End Web Developer

Focused on responsive development skills. Crafted the HTML/CSS and relevant jQuery when Balsamiq wireframes were handed over. These were then processed into the Umbraco CMS if needed.

- Often projects were grown from a single PDF handed over with a rough design for desktop, where I had to source and utilize all the relevant front-end tools to construct a fully responsive grid (considering the unusual design).
- Work included a booking request form, a ten-page application form, and a customer information gathering tool for use at events.

All front-end work on:

- http://www.cim.co.uk/
- http://exchange.cim.co.uk/
- http://careers.cim.co.uk/
- http://regions.cim.co.uk/
- http://sigs.cim.co.uk/
- http://international.cim.co.uk/ (old link)
- Neatened up: http://moorhallevents.com/ (old link)
- http://corporate.cim.co.uk (old link)
- Restyled the company intranet three times

Netmatter, Wokingham, UK   **2013**
Junior Front-End Web Developer

Worked for a very small boutique agency. A solid understanding of website development was studied and practiced - responsive design using Media Queries for fluid grids, mobile to desktop.

- Clients project desires were taken into wireframe, content/information/data-flow was considered and correctly laid out, and then pages were coded into HTML5 and CSS3 for various screen resolutions.
- Designed a weekly HTML marketing email

Thames Valley Police, Earley UK   **2012 - 2013**
Property Purge Officer (Temporary)

Located and discarded property that needed disposal out of the Station.

Playtech, London UK   **2011 - 2012**
Junior Project Management Officer

Agility Logistics, Reading UK   **2011**
Invoice Administrator

Digital Chocolate, Barcelona, Spain   **2010 - 2011**
Junior Games Designer

- Worked for a social online Gaming company.
- Solved QA related issues, such as bug tracking and suggested new ways to improve old mechanics.
- Researched and designed new mechanics.
- Wrote and organised Missions/Quests for optimal Gameplay experience.

Games worked on:

- 'Epic Fighters' http://apps.facebook.com/epicfighters/ (old link)
- 'Millionaire City' http://apps.facebook.com/millionairecity/ (old link)
- Two more titles that were still in production

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EDUCATION

MA (Hons) Digital Games: Theory and Design, Brunel University, Uxbridge
BA (Hons) Interactive Media Production, Bournemouth University, Dorset
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Hobbies / Interest:

I find myself inspired by many different cultures - which allow a diverse and varied, inspiring palette to draw from creatively. Specifically, I spend time utilizing computers - and are very interested in the way that the latest technology can be harnessed creatively. Focusing on improving Front-End skills.

Inspiration:

- BBC Radio6 Music – working to instrumental music such as Jon Hopkins, Autechre
- Game directors - Shigeru Miyamoto, Hideo Kojima and Suda51
- Video directors - Chris Cunningham, Michel Gondry and Spike Jonze
- Eastern artists - Tetsuya Nomura, Yoshitaka Amano and Yoji Shinkawa
- Western artists - Tex Avery, Jhonen Vasquez and Walt Disney