

# Ricky Clegg

Flash Platform Developer - Front End Developer - Mobile Developer

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## About me

I am a Flash platform and JavaScript developer with working knowledge of ActionScript 1, 2, 3 and JavaScript up to ECMAScript 5. My skills in creating web, desktop and mobile applications are highly proficient, using frameworks such as PhoneGap and the Flex SDK to compile solutions online and to mobile operating systems. I am well versed in Object Orientated Programming and design patterns, encompassing MVC and MVVM architecture. I always ensure I am writing "clean code" and follow the solid principles. All projects are based around unit testing and follow a test driven development methodology. In my free time I like to explore new technologies and coding styles and further my knowledge of JavaScript and the capabilities of CCS3 and HTML5. The company I work for has several applications in the Apple App Store, for which I was the lead developer. I am always pushing to broaden my knowledge and further my development skills.

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## What I do

<b>Core languages:</b>	ActionScript 1, 2 and 3, Flex, Air, JavaScript, XML, HTML
<b>Frameworks:</b>	PureMVC, Ext, Ext, JQuery, PhoneGap, Papervision, Away3D, Knockout
<b>Development IDE's:</b>	Flash Builder, Flash Develop, JetBrains Suite, Aptana, XCode
<b>Have some experience in:</b>	SQL, Java, C#, PHP
<b>Operating Systems:</b>	MacOS, iOS, Windows, Android
<b>Other:</b>	I can touch type at 60wpm

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## Employment

### Burrows

2008 - Present

**Front End Developer:** I am the lead developer in creating web and mobile applications, seeing the process through from beginning to end. I am involved from initial consultancy through to build, testing and release. I use various frameworks such as Ext, Sencha Touch, JQuery and PhoneGap to provide the best solution for the client. Currently I create mobile applications for iOS and Android, using the software XCode and Eclipse for the iPad,

iPhone and other mobile devices. All projects follow the TDD (Test Driven Development) methodology.

**Flash Platform Developer:** As I progressed my ActionScript development, I moved on to other Flash based technologies, creating pitch work in Flex to sell our services to other clients. I have also made mobile and desktop applications in Air for research and development.

**Flash Developer:** I joined Burrows as a Flash developer creating ad banners and car configurators. The largest project I produced was the Mazda Car Configurator. I was lead developer on the project which lasted a year, and has gone live for 26 markets. It was written in ActionScript 3.0 using Flash Builder and Flash CS5. I have worked on many projects such as the Tourism Ireland interactive maps and Landrover car configurator. When I first joined I updated the Ford Car Configurator which used ActionScript 2.0, Blaze and Java to create a 3D Flash experience.

## **Skinkers**

**2007 - 2008**

**Flash Developer:** I led a team to create desktop applications for important communications to be delivered straight to a desktop. I worked with ActionScript 2.0 / 3.0, HTML, JavaScript, and SQL to create rich media applications, delivering text, images, and videos directly to desktops. Input from marketing and product management was utilised to develop the look and functionality of the application to meet customer requirements.

**Applications Designer:** I designed nearly all “Skinkers” produced while I worked for the company. All designs were created to meet the users’ specific requirements, which included animations and windows for the sales and marketing team to use to capture new clients. I also acted as a consultant to those clients that chose to design their own front end, instructing them on the best way to do so, and how to get the most, and best results, from the product.

## **Award Learning Services**

**2004 – 2007**

**Technical Sales:** As I furthered my knowledge on the content management system. I was often used for sales to promote and sell the product to clients. This involved going to exhibitions to sell the solution to colleges around the UK.

**Junior Flash Developer:** I used Flash 8 to create learning materials and games for the website LearnVQ.com. I worked in a focused team to produce web based examinations using Flash technology. I also manipulated images, using Photoshop CS2, Paint Shop Pro and Firework, and used Flash 8 and Fireworks 8 to create images. Images were also created using digital photography and then manipulated using appropriate software.

**Authorware Developer:** I joined Award as a junior developer populating Authorware applications with content. This included Photoshoped images and questions for e-Learning materials. These were distributed to colleges around the UK via CD Rom.

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## **Education**

### **Award Learning Services Ltd**

NVQ in ICT users.

**Chelmsford College**

2 A Levels in Media Production

This included Filming, Directing, Editing, Radio and Photography.

**Rainsford High School Sixth Form**

AS level in Communication Studies

In this subject I studies communication this included advertising, presentation and Verbal and Non Verbal Communication.

**Rainsford High School**

8 GCSE all grade A – C

These include English, Mathematics and Science.

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**Hobbies and interests****Football**

I play for a Sunday football team and train with a Saturday team that I used to play for. For the past year I have been the treasurer for Ravens Football Club.

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**References**

References on request.

