# Phillip Parr

I have a passion for programming and the internet, driving improvements in web performance and accessibility, and focusing client desires into needs with real ROI.

## Skills

Agile · Scrum · JIRA · Confluence · Adobe Analytics · Target · Launch · Photoshop · Premiere Pro · VS Code · Office · Teams · Slack · SharePoint

Cmd SH (*nix, DOS, MySQL, FTP, CRON, & tools like wkhtmltopdf, FFmpeg)

Accessibility (W3C validation, WCAG 2.0 Level AA, NVDA) · Server configuration (Apache httpd, htaccess, php.ini, MySQL Workbench) · Page & asset optimisation for server and SEO performance · Progressive enhancement · Separation of concerns · HTML 5 · CSS 3 · Responsive · PHP 5.4+ (inc. OOP, XML, GD, CURL, FINFO, OpenSSL, ZIP, MySQLi) · MySQL · JavaScript (Vanilla) · Security (SHA, RSA, AES, SSL (TLS), salts, XSS, CSRF (token, nonce)) · SEO (In-links, content, attributes) · SVN

## Experience

### Digital Development Manager
### Three. (Hutchison 3G), Maidenhead (Contract)
July 2017 – Present

As a DDM at Three I work in a self-managing agile scrum team of multi-disciplined individuals, with a goal to delivering business outcomes as set by the Product Owner.

I have delivered project work in this role across five different teams during my tenure, with each team delivering either commercial or support objectives. Within each team I have been responsible for translating revenue-based business needs from stakeholders into technical requirements and communicating solutions to non-technical business owners, liaising with other teams in the business where necessary.

Code quality is driven by the team, with my experience in validity and accessibility being utilised to guide development. Balancing business and development priorities ensure that the best possible product is delivered to the end user whilst remaining in scope of timings and budgets.

My role includes requesting and negotiating release scheduling with the operations team, and I am responsible for ensuring release calls run to plan both in and out of core working hours.

During 2020 whilst site stability was paramount as the main customer channel due to COVID-19, I lead a successful collaboration of multiple teams to deliver a migration project from the deprecated Adobe DTM product to Adobe Launch, which included requirements gathering, resource planning, process documentation, and deployment activities.

### Director
### WizPip Limited
March 2011 – present

Through WizPip Limited I offer clients my services and specialise in technical consultancy and bespoke full-stack web development. I create high-quality, accessible, valid, clean code, and use multiple tools to make sure I'm adhering to the latest standards.

I have worked with many businesses between contracts on creation and maintenance of their web assets. A highlight includes the Institute of Directors who employed my WCAG 2.0 skill set to produce an accessibility audit for their web team.

### Production Developer
### Camelot UK Lotteries, Watford (Contract)
July 2010 – September 2014 & January 2015 – October 2015

Beginning as a one month contract for a project requiring accessibility aware development, I was extended across five years and worked on 27 projects including the rebranded National Lottery main site (front-end in a small scrum team), full-stack microsites for the Olympics, retailer registration and acceptance, Camelot Group, Camelot Careers, and Corporate responsibility.

All of Camelot's output is rigorously tested by the third-parties AbilityNet for accessibility to Camelot's internal guidelines which are written against the WCAG 2.0 Level AA standard, and Portcullis for security testing.

As well as full-stack development I was involved in project meetings with stakeholders and outsourced development teams where I would advise and guide them on Camelot's standards. In much of the outsourced work I gave remote accessibility tuition to the teams involved to speed issue rectification.

### Freelance Developer
December 2009 – July 2010

Working for my own clients including creating specs and quotes. I worked on a range of projects from single JavaScript modules to entire full-stack sites.

### Web Developer
### Evolving Media, Bedford
August 2008 – December 2009

Full-stack development for multiple large clients including David Lloyd, Walkabout, and YO! Sushi – which won two Webby awards in 2010.

### Web Developer
### Spring Digital, London
February 2006 – August 2008

Starting as a junior progressing to middleweight within a few months, I was a full-stack developer for over 100 small business websites from small brochures to full ecoms. My progression included creating W3C valid code and investigating web accessibility. Duties also included training clients to edit sites with Adobe Contribute, administration of the Windows SBS and Apple Xserve servers, and supporting internal network.

## Education

### BSc Software Engineering
### University of Westminster, London
September 2000 – July 2003

SfE was a natural progression from learning BASIC at age 12 and taking Computing at A-Level. The main language used through the course was C++ which I became well rounded in, along with some Java, UML, and Assembler.

## References

https://wizpip.com
https://www.linkedin.com/in/wizpip