

Phillip Parr

21 Lewis Close, Bedford MK42 7FX

Key Skills

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

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

JIRA, Confluence, SharePoint, Basecamp, Maxymiser, Slack, Skype, Zoom, Photoshop, Premiere Pro, VS Code, Office.

Experience

Digital Development Manager
Three. (Hutchison 3G), Maidenhead (Contract)
July 2017 - January 2018



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

Working in a commercial team I was 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 in the team was driven by UX, development, build, and QA, with direct influence from my expertise in validity and accessibility. Balancing business and development priorities ensured that the best possible product was delivered to the user whilst remaining in scope of timings and budgets.

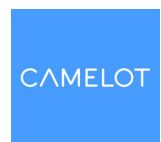
My role included requesting and negotiating release scheduling with the operations team. I was responsible for ensuring release calls ran to plan both in and out of core working hours.

Freelance
WizPip Limited
March 2011 - present



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
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, and administration of the Windows SBS and Apple Xserve servers and supporting 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>