

Phillip Parr

Web-focused multichannel technologist delivering robust, high-quality solutions across diverse platforms.

Experience

Technical Consultant Three (Hutchison 3G), Reading (Contract)

October 2023 – June 2024



I was brought into Three as a technical consultant during the final stages of a transformation programme, to help tie up many loose ends, and to help with some of the technical workload. Highlights include cookie banner iterations to maximise user acceptance, internal tooling to cater for promotional deep linking, and I investigated and removed a \$12k annual spend on unnecessary Azure features.

Lead Digital Development Manager Three (Hutchison 3G), Reading

April 2021 – June 2022



I took a permanent position with Three and was promoted 26 days later into the lead role for the function. As the lead I was responsible for change, time, cost, and quality to Three's website and apps; interviewing, mentoring, coaching, and having 121s with 13 DDMs; performance management of the team, and continuous development and improvement of the function. During my time in this role I oversaw the development and release of over 50,000 hours of work.

Digital Development Manager Three (Hutchison 3G), Maidenhead (Contract)

July 2017 – April 2021



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.

I delivered project work in this role across six different teams, with each team delivering either commercial or support objectives. Within each 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 is driven by the team, with my experience in validity and accessibility being utilised to guide development. Business and development priorities were balanced to ensure the best possible products were delivered to the end user whilst remaining in scope of time and budget.

My role included requesting and negotiating release scheduling with the operations team, and I was 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



Service company through which I perform freelance, contract, and growth activities.

Whilst I no longer offer full stack development as part of my skill set, I continue to deliver technical consultancy and management in the form of organisation, analysis, research, and knowledge transfer. The company also serves as a platform for my more creative pursuits as I regularly experiment with technologies beyond my usual repertoire, such as those involved with 3D modelling, and video / audio media.

Production Developer

Camelot UK Lotteries, Watford (Contract)

July 2010 – September 2014 & January 2015 – October 2015

The logo for Camelot, consisting of a solid blue square with the word 'CAMELOT' in white, uppercase, sans-serif font centered within it.

CAMELOT

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 was 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.

Web Developer
Evolving Media, Bedford
August 2008 – December 2009

The logo for Evolving Media, featuring the word "evolving" in a lowercase, bold, purple sans-serif font.

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

The logo for Spring Digital, featuring a stylized green "S" icon followed by the word "spring" in a lowercase, green sans-serif font, with "DIGITAL" in a smaller, uppercase font below it.

Full-stack LAMP developer for over 100 small business websites from small brochures to full ecoms; all sites were tested for W3C code validation and accessibility. Duties included purchasing and configuring hosting, domains, and email boxes, training clients to edit sites with Adobe Contribute, administration of the Windows SBS and Apple Xserve servers, and supporting the internal infrastructure.

Education

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



References

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