

# Daniel Richards

*Web / Interactive Developer*

Age – 30  
Sex - Male  
Marital Status – Single  
Nationality – British

1 The Maltings, Cambridge, CB4 1NQ  
(+44)7734 265025  
[daniel.p.richards@gmail.com](mailto:daniel.p.richards@gmail.com)  
[www.talldan.com](http://www.talldan.com)

## **About Me:**

A creative developer, with strong interests in web and mobile. I'm excited by the future of those platforms and the possibilities of delivering rich, connected, interactive experiences through them. I have a good understanding of a range of languages / platforms in addition to design skills.

## **Skills:**

- HTML, (X)HTML, CSS2
- C#, ASP.NET, WCF Web Services, SQL Server, Windows Azure Cloud
- Javascript, JQuery
- AJAX, JSON, JSONP
- OO Languages – C++, C#
- Graphics APIs – OpenGL, DirectX
- Some experience with Android, Java
- Photoshop, Illustrator, Inkscape, GIMP
- Source Control : Team Foundation Server, GIT, SVN
- Knowledge of cross-browser compatibility issues.
- Growing Knowledge of HTML5, CSS3, WebGL and other evolving standards
- Trained in Agile Methodologies

## **Experience:**

### **Web Developer (sKTP Associate) – Deep Visuals**

**September 2010 – June 2011**

I worked at Deep Visuals on a nine-month Knowledge Transfer Partnership. The company specialise in innovative software for browsing collections of images, specifically targeting museums and galleries. My main responsibility during employment was the development of a web-client of the company's main product, accessible without need of a browser plugin. The web client became part of the company's product range and was ordered by The Fitzwilliam Museum as a portal for prospective visitors to browse the museum's collection. Other tasks included re-design and development of the Deep Visuals website, storyboarding, design/creation of images and icons. I also undertook a project to test the Windows Azure cloud platform's suitability for hosting the company's web services.

- Development of DHTML web client
- C#, ASP.NET web service development
- Ported existing ASMX web service to WCF
- Creation of JSON/JSONP WCF endpoint
- Javascript – OO, design patterns
- JQuery – DOM manipulation, AJAX and animation
- SQL Server Management Studio

- Design & development of company website
- Inkscape / GIMP for icons and artwork
- Pen & paper storyboarding, mock-ups
- Internet Information Services (IIS)
- Windows Azure development – SQL Azure, Blobs, Tables, Queues, Workers

**Team Leader/ Programmer/ Audio – Dare To Be Digital**

**June 2009 – September 2009**

Dare to be Digital is a prestigious competition for student game developers run by the University of Abertay. I led a team of fellow students to the finals of the competition after impressing a panel of judges with a presentation of our game concept, 'Splats!'. The final stage saw us spending ten weeks in Dundee at the University of Abertay developing a prototype of our game concept, and competing against fourteen other teams from around the world. As Team Leader, my responsibilities involved project management and chairing of meetings. I also acted as a Programmer in the team, as well as developing audio assets and the game soundtrack. At the end of the competition, the games were showcased at an event at the Edinburgh Festival.

- C# and XNA Programming
- Integration of JigLibX Physics engine
- Shader Development (HLSL)
- Gameplay Programming
- Project Management – Hansoft
- UML Object Oriented Analysis / Design
- Audio Creation – Garageband, Audacity
- Audio Programming – XACT, C#

**Reporting Analyst – Carphone Warehouse / Energis Communications**

**2000 – June 2007**

Prior to studying my degree I worked in the telecoms industry as a Reporting Analyst/ Management Information Analyst. Through this, I gained knowledge of SQL, Relational Databases, Project Management, HTML, classic ASP, and scripting using Visual Basic.

**Education:**

**BSc (Hons) Computer Games Development (2:1)**

**Oct 2007 – June 2010**

**University of Westminster**

-Modules include : Object Oriented C++; Advanced Maths and Physics; OpenGL / Direct3D programming; 3D Modelling and Animation; Level Design; AI; Networking

**ISEB Business Systems Development Certificates British**

**Oct 2003 – May 2004**

**Computer Society**

-Certificates passed : Data Modelling; RAD and Prototyping Essentials; Requirements Engineering

**National Diploma Graphic Design**

**Sept 1996 – May 1998**

**Berkshire College of Art and Design**

-Typography, Desktop Publishing, Drawing / Painting, Photography, Printing, Design Practice

**Interests:** Technology, Video Games, Film, Music, Reading, Football, Running, Cycling.

**References:** Available on request