

THE RÉSUMÉ OF
BENJAMIN JAMES PATTERSON



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PROFILE

Learning the language of computers and making it easier for users to interact with machines is my passion. I strive to create highly interactive and intuitive user experiences.

From a young age I have always tinkered with computers and electronics from Paint to regularly compiling software and from the basic diodes and other components to assembling microcontroller code and interfacing digital ICs.

I continually take an interest in the latest technological and scientific breakthroughs and research; seeking a broad knowledge to help me understand the way everything functions.

SKILLS

- HTML5, XML, JSON, YAML
- Pure Javascript, Node, CommonJS
- Canvas, AJAX, CSS3 Animation
- CSS3, SASS
- Ruby, RoR, Sinatra
- PHP, Wordpress
- AWS S3, E2C, Cloudfront
- Postgres, MySQL, SQLite
- Photoshop, Illustrator, InDesign
- Flash Action Script
- Packaging models, design templates

EDUCATION

2008 – 2009

CATC (Commercial Arts Training College)

*Advanced Diploma in Commercial Arts
(Electronic Design and Interactive Media)*

Mar. 2009 – Dip. Graphic Design

Sep. 2009 – Adv. Dip. Commercial Arts

WORK EXPERIENCE

2009

SOAP Creative

Produced and compiled many vector graphics with Illustrator.
Made product mock-ups.

PERSONAL INTERESTS

- Automation of home and computer processes
- Internet of Things
- Motorcycling and adventures
- Recreational swimming
- Electronics and technology

EMPLOYMENT

July 2011 – Present

Lead Developer – Native Digital

Planned, programmed and maintained code and infrastructure for web applications used in promotions, competitions, consumer information and marketing.

Custom Wordpress websites, purpose built Ruby applications, content delivery, database management, scalability, asynchronous processes and exploration of cutting edge technology to meet clients needs.

Gained experience in the planning process, being regularly consulted on design and UX decisions especially from the perspective of technical possibilities.

Over two million users have accessed apps and sites I have developed. Producing applications and sites for major brands across the Australia and New Zealand. Involved in the briefing, design and production stages for Pringles, Renault, Jetstar, Sony Music, ABC, PlayStation, Covergirl, Sportsbet and various music artists including Daft Punk and Cold Play.

Social Application Platform: handling development of a custom platform to rapidly produce applications for Facebook, Twitter, Instagram, web and mobile. Platform allows brands to engage with fans, grow fans and access fan data across social networks, and has been used by over 100 major global brands over the past two years. It contains various competition templates; from Google Maps integrated Treasure Hunts, to photo competitions and an automated Twitter Trivia competition. Technologies I used when developing this platform include social APIs, Google Maps API, Ruby on Rails, WordPress, CSS, HTML5, Javascript, Flash, with support for iOS, Android, and all major web browsers.

Falls Festival: handling the majority of web development with my server side work successfully handling over 300,000 users accessing the site in a single hour.

Dec. 2007 – June 2011

Customer Service & Sales Assistant – Jaycar Electronics

Personalised assistance in consumer and hobby electronics. Assisted manager with in-store marketing. Gained a greater understanding of many electronic components and devices.