Mike Almond
Developer

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A programmer with over 13 years of experience in development; building websites, games, and mobile applications. Largely self-taught and highly motivated with a focus on creative coding, experimentation, and iteration of ideas. I believe strongly in learning-by-doing, and enjoy the challenge of picking up new skills and investigating new areas of development and creative expression.

Technical skills

• Self-taught and highly motivated developer

• Language agnostic approach to programming – I believe in picking the right tool for each job.

• Professional experience with a range of languages for mobile and web development, including: Java, Kotlin, Dart, JavaScript, Haxe, AS3, Python, C++, Obj-C, ...

• Extensive practical knowledge of web and mobile technologies

• Application development and deployment with cloud services (Firebase, Heroku, AWS)

• Source control (Git, SVN), build automation and continuous integration (Jenkins, Travis)

• Experience building Arduino and Raspberry Pi based electronics projects (hardware and software)

Personal skills

• I like to work closely with other members of design and development teams to plan projects and work together towards a common goal.

• Where appropriate I always aim to write code that is clean, documented, and easy to maintain.

• I enjoy the process of finding and fixing bugs.

• I enjoy creating and contributing to Open Source Software projects.

• I'm passionate about creative coding and art; using tools like Processing, Tensorflow, and OpenCV.

Personal Projects

• [Calm](#) - A mindfulness and relaxation app for Android with real time visuals and audio (Java, C++, GLSL)

• Various generative art projects (Processing, Python, GLSL, JS, Node, C++, Cinder, Tensorflow, Haxe)

• mikedotalmond.co.uk – My personal website (Haxe, PHP, JavaScript, HTML/CSS)

• 31622401 seconds – A year in data. Looking at the ratio of Tweets / Deletes on Twitter in 2016 (Java, JS, Haxe)

• Monosynth – A browser based monosynth experiment (WebAudio, WebGL, Haxe)

• Drums - A 16-step drum sequencer in your browser (WebAudio, WebGL, Pixi.js, Haxe, JavaScript, HTML/CSS)

• Horizon – A distant flock floats over a slowly evolving seascape (WebAudio, WebGL, Haxe, JavaScript)

• imgfkr - An image glitching Twitter bot (Node.js, Haxe, JavaScript)

Employment

Freelance Developer - 01/16 - Present

Focusing on Android mobile applications, web games, and machine-learning. Since leaving full time employment and starting freelance work I have expanded my capabilities and enjoyed being the technical lead on several projects including several Android applications and mobile/web games. I've also had the chance to work with a digital start-up to help them to plan and produce their first app release. Find a more detailed portfolio of some recent work [here](#).

Developer / Lead Developer Pilot Interactive / MadeByPi – Leeds 04/07 – 06/15

MadeByPi is a web design company that builds websites, games, and apps for a range of clients including Disney, BBC, and HSBC. As a web developer my job involved working with other talented designers and creatives to build engaging digital experiences.

Key Achievements:

• Planning, building, and leading the development of interactive client-side projects and applications (Web, Mobile, Display) with a focus on creativity and innovation with emerging technologies.
• Working closely with the rest of the front-end development team to create a standard framework, with automated builds, testing, and documentation.
• Providing programming support to junior developers and designers.
• Fixing bugs and reworking applications developed by third parties.

• Building software and sites to be used by millions of people across the world.

Education

2002-2005 Huddersfield University, W Yorkshire
Music Technology & Audio Systems BSc, 2:1

During my time at Huddersfield University parts of the course included programming; I learnt some basic C++, PIC Microcontroller and audio DSP programming, and was able to take optional modules in more advanced creative programming using Flash and Director. That was enough to kick-start me into learning more, and I haven't stopped learning, programming, or creating since.

Personal interests

In my spare time I love to experiment with digital technologies and especially enjoy working on digital art, sculpture, music, and small electronics projects. That said, whenever possible I like to make time to get away from technology, being outside (often with a camera), going for walks, and simply watching the world go by.

References

References and further examples of past work are available on request.