
Samuel Rounce

Interactive Developer

Page 1/2

Samuel Rounce

(+44) 7540 625 938

me@samuelrounce.co.uk

Skills

Key Technical Skills

HTML5/CSS3
JavaScript
MXML & ActionScript 2/3
WWW Toolkit
HLSL
Cg
Autodesk 3D Studio Max
Adobe Photoshop
Adobe Illustrator
Adobe Flash Builder/Flex
PHP5
BASH shell scripting
SQL (many flavours)
C#/.Net
C/C++
Objective-C

...and a little Java.

2011

MyBuildCenter

A promotions portal for Wolseley BuildCenter customers. The site didn't require anything far from the norm so, I used it as an opportunity to improve the readability, cleanliness and maintainability of my production code.

Capital Cask Ale Trail

In two weeks - and a day or so - from first planning meeting to delivery, this was a fantastic sprint of a project. The development process lasted approx. 6 days to live deployment. In the course of this project I employed the Google Maps v3, and HTML5 push history APIs. Since the only other developer on the project was a Django dev we used it as an opportunity to use agile development methodologies, working along a path of numerous preplanned 'stepping stones'. If only we could've

used Canvas instead of stepping around the DOM, sadly we had to ensure at least basic support for IE7+ as a client requirement.

2010

Joined Tangent/One

in October 2010 as a front-end developer.

Deutsche Bank Connect

Lone front-end for the Deutsche Bank Connect, internal social network. The site's featureset matched that of Facebook circa 2009, and was an enormous undertaking. As the project was built upon the Apache Wicket framework, the frontend had to be 100% XHTML compliant. As well as having to get to grips with the added wicket namespace, over the course of the project I also wrote some Java to expose or modify objects being passed to the views.

SAP Q-Engine

My first initiated project at Tangent was for SAPs training order quote system. The project required IE6+ support, with no reliance on Javascript.

Emrys Architects

Leveraged the popular Wordpress publishing platform and it's flexible internal APIs, to provide a tailored web publishing solution for the Central London architectural practice. A custom posting system with a RESTful API, enabling easier asynchronous requests for the frontend portion of the site. This was delivered in the form of a plug-in and theme, in keeping with the Wordpress extension paradigm.

Samuel Rounce

Interactive Developer

Page 2/2

Samuel Rounce is an interactive developer who enjoys writing elegant code and working with emerging technologies, both for the web and other media.

A goal-driven, creative professional who can perform well and deliver under pressure.

He enjoys working as part of a team, and understands the importance of maintaining positive client relations.

A constantly evolving skill set, and a passion for the industry motivates his interest in continuing personal development.

He also satisfies his fascination with real-time, procedurally generated, audio-driven visuals & embedded development in his spare time programming projects. As well as contributing to various open source and pro bono projects. If you'd like to know what he's working on get in touch!

2009

Badoo

UI implementation on iPhone and J2ME mobile apps. Built on SwingME meant I implemented During the project I helped develop a bitmap font packing tool, enabling the inclusion of solid glyphs, outlines & kerning information all within the RGBA channels of a single 32bit PNG image.

Conquest House

Designing & developing a Flash (Actionscript 3) site for GMS Estates to promote their Bloomsbury based, legal and corporate office development.

2008

Joined Sharpedge

In February 2008 as a developer.

Upshot Exhibition

Creating a HTML/CSS site for the Upshot exhibition at the National Theatre. The site made use of newer rules from the CSS2 specification, some of which are not supported in certain versions of Internet Explorer. Javascript and IE targeted CSS were employed to ensure visual continuity across all browsers. However, the site degraded gracefully in browsers where features were not available.

A-EM Studio

De-compiling (due to lack of available source files) and near rewriting their existing Actionscript 2 based Flash site to allow for content loading from generated XML files and various other code fixes. Further work included regular updates to their site.

GMJ Design

Developed an Adobe AIR based tool for noting visual amendments in meetings. The application enabled drawing and overlaying of text on draft visuals, and saving these for later reference.

Actionscript 3/MXML based site for GMJ's online London Futures exhibition on climate change, to coincide with the G8 summit in Tokyo. The site was completed in under 24 hours. The site exhibition was featured on various web sites including the BBC and LFA2008.

Sheen Instruments

Edited a 4 minute tradeshow presentation video for one of Sheen's paint-sample atomizers. The project was completed in 10 days, from commission to delivery. Despite the short time frame (a couple of 20+ hour sessions in front of the screen), the client was very happy with the final result.

References

Lloyd Clater

Sharpedge Design
+44 207 277 3636

Peter Miller

Creative Director
TangentSnowball
+44 207 462 6100

James Taylor

Practice Manager
Emrys Architects
+44 207 726 5060