

# - Garfty

/ 2011

Born in the Midlands, I'm a middle-weight Interactive Designer / Developer, with a passion for creating visually interactive pieces. Creating something beautiful is what makes my world tick, attention to detail and making sure perfection is achieved in every project I undertake. With four years' experience, I'm currently based at Bourne Digital in Glasgow.

**email:** [hello@garfty.com](mailto:hello@garfty.com)  
**website:** [www.garfty.com](http://www.garfty.com)  
**twitter:** @garfty  
**location:** Glasgow

---

## - Experience

**Bourne** / [www.wearebourne.com](http://www.wearebourne.com)  
September 2009 - Present / Glasgow, Scotland

Middle-weight Flash Designer / Developer responsible for creating visual interactive online and offline experiences for a wide range of clients such as Dell, Microsoft, Intel, Playboy, Royal Caribbean, Basis and many more. I am responsible for liaising with the Creative Director and Senior Members to solve problems and discuss ideas for current and future projects. As well as working with Senior Members I am also required to help Junior Members of staff to allow them to learn and grow as a professional. Starting new projects I am able to take a brief and develop ideas and concepts taking in to consideration technology and users, but always trying to push new ways of allowing the user to receive the richest experience. From concept I am then able to put the ideas in to practice and work with other members of the team to achieve the goal that was originally set out, overcoming mile stones and working to tight deadlines.

**Curious Group**  
December 2007 - September 2009 / Glasgow, Scotland

Designer and Flash Designer working on online and offline advertising projects for various clients, Dell, Tom Wolfe, Ricoh, Invitrogen. I was responsible for working with Senior Members of staff to help design and develop rich media experiences whilst working to tight deadlines. Working with Senior members helped me learn and express myself as a designer and a developer, giving me focus and determination to create work to a very high standard. I was required to brainstorm ideas and take the ideas in to design, concept, and eventually development constantly liaising with Account Managers and Clients.

**Creative Software Solutions** / [www.csseurope.co.uk](http://www.csseurope.co.uk)  
June 2005 - June 2007 / Burton-on-Trent, England

Art Direction and Website Design for projects based within the NHS, working alongside clients such as Medequip and SAP. I was required to design internal applications used by companies across the UK not only on desktop devices but also mobile devices. Using Technologies such as Web Services and tracking data to create usable and interactive environments for people to acquire information easy and as quickly as possible. Working closely with Developers and Marketing Managers to make sure design and usability was to a high standard and making sure applications were stable and ready to roll out for updates. This was also my work placement whilst completing my degree.

---

## - Education

**BSc HONS Internet Technology** / Stafford University  
September 2003 - April 2007

**BTEC National Diploma in Computing** / Burton Technical College  
September 2001 - April 2003

## - Other work

**Magomed Dovjenko** / [www.iammago.com](http://www.iammago.com)  
March 2010

Collaborating with 16 year old Designer and Illustrator Magomed Dovjenko on his new portfolio site to showcase his latest work with clients such as Nike, Adidas, URB, The KDU and many more. Magomed's new site was built using Flex Builder 3, loading in external XML, Stylesheets, and images to allow him to style and change the site as he desires. Within the first week the site achieved over 13,000 visits and was featured on blogs and Inspirational resources worldwide. The site achieved a top position of 7 in the Design Weekly chart, chosen for the public vote on the FWA and also used for the June 2010 addition of .Net Magazines showcase section.

**email:** [hello@garfty.com](mailto:hello@garfty.com)  
**website:** [www.garfty.com](http://www.garfty.com)  
**twitter:** @garfty  
**location:** Glasgow

---

## - Awards and Publications

**.Net Magazine** / June 2010 (Showcase website for Magomed Dovjenko)

**FWA Public Shortlist** / March 2010 (Magomed Dovjenko)

**Chipshop Awards Shortlist** / May 2010 (Playboy campaign)

---

## - Skills

**Motion** / Flash, After Effects (Basic Knowledge)

The ability to animate using Timeline and Actionscript for online and offline projects, taking into consideration performance, optimization and target audience. Knowledge of codecs and compression for web and mobile devices, and taking video to utilise within applications and experiences.

**Design** / Fireworks, Photoshop, InDesign, Primitive Tools

Creating and sketching conceptual ideas and designs taking into consideration usability and technologies available. Taking concept ideas into digital ideas, creating wireframes and final artwork ready for development. Solid understanding of web standards, layouts, typography and photography.

**Development** / Actionscript, Flash Builder, FDT, ANT, Javascript, Coda

A high standard of Actionscript 3 Object Oriented Programming (OOP) knowledge including various Design Patterns, Animation, Physics, Data Integration such as Video, Sound, XML, CSS and Web Based services. Skills using Open Source Flash Libraries such as Papervision 3D, SWFObject, SWFAddress, and many more. The ability to create ANT Scripts to perform multiple operations in projects. Basic knowledge of Javascript using tools such as JQuery and Prototype.

**Technical** / Version Control, Command Line, Mac OSX, Windows

A strong knowledge of Version Control with SVN and GIT, using Command Line and various GUI's available. Efficient on both Mac OSX and Windows platforms with a competent knowledge of Command Line for compiling projects and other tasks.