

BENJAMIN JAMES WATSON
Senior User Interface Developer

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SUMMARY

Experienced and well-versed, user centric front end developer and architect. Core skills in strategic UX planning, UI design and front end production across various platforms and devices.

KEY SKILLS

HTML, CSS, JavaScript, responsive development, information architecture, accessible mark up, server-side integration (Node, Windows, Linux), MVC application design and development, front end package management, high fidelity prototyping, UX planning and UI design, version control and PHP.

EXPERIENCE

January 2017 - present: *Interaction Designer/Developer, HMRC Digital* - working as part of a multi-disciplinary team to deliver highly user focused interactions. Working closely with user researchers to create solutions to user and business needs that are delivered to cross government (GDS) standards. Strong focus on consistent user experience and developing and contributing to reusable components across government interfaces.

August 2016 - December 2016: *Various freelance contracts*

August 2014 - July 2016: *Senior Front End Developer, Family Investments* - responsible for the UI output and client side functionality for financial applications built for The Post Office, AA Finance and the Bank of Ireland. Working within regularly rotating teams in an agile environment, this role has a strong focus on incremental development of the product.

February 2014 - May 2014: *Winning Appliances (AU)* - working with Australia's largest appliances company, reporting to the brand manager to conceive, design and deliver the company's new website.

January 2014 - February 2014: *Senior User Interface Developer, Holler (Sydney)* - working with one of Sydney's best known digital agencies covering for the Senior Front End Developer during his six week vacation.

June 2013 - January 2014: *Senior Interactive Developer, Soap Creative (Sydney)* - working with Australia's most decorated digital agency and responsible for output across web channels for new projects. The company have a very strong focus on being amongst the most progressive and forward thinking global agencies with emphasis on responsive, mobile centric and accessible development.

Key Responsibilities:

- Front end development of new projects including packaging and version control management.
- Mentor to junior developers and JavaScript developers transitioning from an Actionscript background.
- Contributions to resolution and device specific experiences based on technical consultation.

May 2012 - May 2013: *Lead UI/UX Architect, LCH Clearnet* - responsible for the user interface and client side functionality of externally facing, browser based financial applications belonging to various isolated divisions of the organisation. The main tasks were to ensure consistency of branding and the transition of business logic from predominantly Java environments to client-side equivalents in order to improve the user experience by binding data to the user interface.

EXPERIENCE

January 2012 - March 2012: *UI/UX Architect (Mobile), Alchemy Bet Ltd* - brought into this mobile gaming startup to conceive and prototype their entire user flow and gaming hub. The role involved a quantitative research based approach to the user journey and proposing the technologies and frameworks on which the concepts should be built. Responsible for creating high fidelity prototypes over a short series of sprints and integrating the user interfaces into existing server-side services to allow the company to demonstrate the systems to investors.

Key Responsibilities:

- Design and Development of mobile gaming application for Pocket Fruity
- Development of user experience and high fidelity prototypes

August 2011 - December 2011: *Front End Architect at Ideaworks 3D Ltd (for Activision's Call of Duty Elite)* - this role initially required a prototype for a proposed mobile application using HTML, CSS and JavaScript. The prototypes were developed based upon UX flows provided by Activision's team and upon successfully delivering the prototype, relocated to Activision's head office in Los Angeles to pitch the application be developed using the aforementioned stack (rather than producing a native application). The proposed solution was selected for production, and working with Activision's Head of Technology in order to oversee the development of the data abstraction layer (API development). Responsible for liaising daily with the newly appointed front end team in London and worked on the integration of all components. The application was downloaded over 10 million times and the service turned over \$100m in its first week.

Key Responsibilities:

- Development of application API responsible for transferring bespoke user data to device
- Development of initial prototypes and demonstrating capabilities of technologies
- Stationed at Beachhead Studios, LA liaising with in-house designers and external developers

July 2011 - August 2011: Multiple projects including HTML5 site for global brand development company with layouts aimed at screen, handheld and tablet devices. Bespoke internal career development tool created with CakePHP including custom CMS, web service security and front end.

September 2010 - July 2011: *Lead UI/UX Architect, Deutsch Bank AG* - working on the 'Finance Portal': an internal facing, multi-million Euro tool housing bespoke web applications that provides a network for internal brands and teams. Working alongside dedicated User Experience Architects, this role involved shaping their expectations and consequently realise their visions by overseeing the execution of the overhaul of the portal itself and the individual web applications that it contained. As the sole UI resource for a team of approximately 70 developers and upon successfully proposing that the two core applications (developed in Flex) be ported to a traditional stack of HTML, CSS and JavaScript - oversaw the execution of these transitions, by defining standards and leading teams in Russia and India.

Key Responsibilities:

- Analysis of end user task and business goals and production of workflow solution
- Leading technical discussions and porting core applications to standard web applications
- Production of assets and UI, utilising progressive technologies to maximise user experience

EXPERIENCE	<p>March 2008 - September 2010: <i>Front End Developer, Camelot UK Lotteries Limited - (national-lottery.co.uk)</i> - working within a small team, our task was to conceive and develop the third incarnation of the National Lottery website (and various related brands). Responsible for defining best practices and developing internal processes for successful delivery of user interface components - essential to ensure consistency in an environment where there were no dedicated technical leads. Ever-present at technical discussions between business stakeholders and the creative teams to advise and guide new concepts, providing high fidelity prototypes and porting existing Flash based games to JavaScript equivalents.</p> <p>Key Responsibilities:</p> <ul style="list-style-type: none"> · Technical advisory role liaising with IA during UI/UX planning and design, focusing on limitations and merits of available technologies · Definition of development processes and output standards for front end components · Production of assets and UI, utilising progressive technologies to maximise user experience <p>August 2005 - February 2008: Freelance web design and HTML programmer.</p>
EXAMPLE URL's	Please see http://benwatson.uk/work for examples of work.
REFERENCES	References available upon request.
ACHIEVEMENTS	Critical component in the development of Activision's Call of Duty Elite companion application in Los Angeles, achieving over 10 million downloads. Key resource in the redevelopment of the National Lottery website, the UK's 5th largest commercial website. First Place Winner of the Shell Technologies Enterprise Program in Web Design for Essex in 2005.
EDUCATION	<p>LLB Law (2:2). The University of Essex. 2006</p> <p>Westcliff High School for Boys 2003 - A Levels in Art (B), History (B) and Music (C).</p> <p>Westcliff High School for Boys 2001 – GCSEs in History A*, English Literature A*, Maths A, Science Dual Award AA, English B, Art B, Music B, Statistics B, Religious Education B, I.T. C, German C.</p>
INTERESTS	Keen and active musician, travel enthusiast, devoted fan and participant in competitive football. Enthusiast for film, media, graphic design, art and freehand drawing.
ADDITIONAL INFORMATION	Nationality: British. Marital Status: Married. Drivers License: Full. Health: Good.