



Tom McQuillan

System Architecture & Web Development

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Summary

I've been a commercial web developer for 7 years performing System Architecture alongside this role for 5. I am highly proficient in PHP, Node.js, Javascript(AJAX), HTML(4,5) and CSS(2,3). I also have experience in porting AS3 Flash content into HTML5/JS/Canvas and became comfortable doing so.

I've Managed and Designed Infrastructure to serve up dynamic and static content on a global scale for websites, implementing CDNs, server memory caching and browser caching systems to alleviate load. I also like to keep myself active in researching new technologies in my own time.

I love and live to learn new techniques and I'm always open minded about the processes, methodologies and workflows of existing teams. I'm also a dab hand in Adobe Creative Suite, knowing my way around all tools and techniques in PhotoShop, Illustrator and InDesign.

Work Experience

Nitrome Limited

2010 - Current

I work for this tightly-knit group of highly skilled professional programmers and artists. There are only 10 members to this team, including myself. Each member has a great deal of responsibility to get things done. I had the responsibility of maintaining the website, Ad network code, building the team's file-servers and generally keeping anything attached to a network cable running, in-office or outside the office. The website has 20-25M pageviews per month and whilst at Nitrome, I built the "Nitromian Account System" which boasted collectable items, comments, private messaging and much more besides.

Projects

Website <http://www.nitrome.com>

My Responsibilities

Built the site to host the following features

- Collectable avatars which can be found around the site or inside games.
- User Interface design and UX methodology
- Data Interchange between technologies
- Private Messaging system
- User auto-moderation system
- Nested commenting system
- User Customization system
- Website Skin development system
- Blog article publishing system
- Game publishing and launch system
- Mobile games cross-promotional tools

Notable Technologies

HTML5, JavaScript, AJAX, PHP, Memcached, JSON, XML, CSS, AngularJS, CDN, Load Balancing.

HTML5 Game: <http://www.nitrome.com/games/jam/loop>

Overview

A HTML5 Game built within 1 week. The game was made for the **2014 Nitrome Game Jam**. The game came 2nd place in the jam. During this time, I had to build the Jam website itself and maintain any problems arising during the competition.

Technologies

HTML5, JS, WebGL, Canvas, Audio API, JSON

Website: <http://pixellovegames.com>

Overview

A website to showcase some of the best games in the indie scene. The website

My Responsibilities

- Build the website
- Publish a game every Monday to feature great content
- Maintenance and upkeep

Notable Technologies

PHP, MongoDB, nodejs, AngularJS, HTML5, JavaScript, CSS

NSFW Design <http://nsfwdesign.it>

2011 - 2013

I have been a consultant, advisor and hands-on developer for this great team of bright creatives.

Website: <http://hann-salons.co.uk>

Overview

A website created for a prestigious hair salon in the Medway Towns.

My Responsibilities

- Build the website
- Maintain Mail Server

Notable Technologies

PHP, (Word Press), HTML, JS, CSS

Education

University of the Creative Arts, Maidstone

Graphic Design (BA Hons) 2.1 2005-2008

St John Fisher Roman Catholic School, Chatham

5 A-D's including I.T. English and Mathematics