# Adrian Osmond

Front-end developer with a passion for performance, an eye for UX and a desire to keep up with the latest developments in the field. Coming back from a sabbatical and looking for the right company to join in Amsterdam.

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## EXPERIENCE

### *Principal front-end developer* — Foolproof

JUNE 2014 - AUGUST 2017

I joined Foolproof to build a front-end development capability within the agency, who up until that point had always had their design work built by other companies. In just over three years there I formed and led a small team who delivered work for multinational clients like Shell, Suzuki, Allianz, Swiss Re and Eli Lilly. The majority of my work was leading projects from a front-end perspective, working iteratively with designers and back-end developers on everything from quick prototypes to huge pattern libraries. I also had to understand clients' needs, proposing and scoping solutions to match them. In addition, I helped our client services team with presenting our work, explaining our capability and pitching for new business.

### *Senior front-end developer* — BAE Systems Detica

MAY 2011 - MAY 2014

Most of the work I did at Detica was with Transport for London, including delivering the relaunch of their HTML5 responsive site in 2013. I led a team of front-end developers that worked with API developers and designers, planning how we would get the data we needed to produce the desired experience. Apart from the responsive site relaunch, I also worked on 'Get Ahead of The Games', TfL's London 2012 website aimed at helping Londoners avoid delays due to over congestion on the network due to the Olympic Games. My main contribution was an interactive Google Maps visualisation of every change to the roads that would take place. This involved a lot of processing and optimisation of many data sets in order to get it to run in legacy browsers.

### Research Assistant — University of Southampton

SEPTEMBER 2008 - APRIL 2011

At the University of Southampton I worked on a project called LifeGuide. It was a web based system that enabled behavioural psychology researchers to create and manage online trials. The main part of the project was a WYSIWYG HTML editor, built entirely in HTML, CSS and JavaScript.

## EDUCATION

### University of Bristol — MEng (1st Class), *Computer Science*

2003 - 2007

## TECH SKILLS INCLUDE

Building complex responsive layouts using HTML, CSS & JS

Working knowledge of React and Vue. Some Angular 2+ experience

Automating and improving the build process with Webpack, Gulp & Grunt

Version control with Git

## SOFT SKILLS

Working closely with design teams, contributing ideas to improve the experience and steering decisions towards technically feasibility

Collaborating with back-end developers to ensure that the front-end gets integrated properly and finding acceptable compromises where time/performance means a change is necessary

Optimising web performance, both in terms of fast page load times and high frame rates

Bringing consistency to large sites using pattern libraries / design systems

Experience of and appreciation for Agile methodologies

Presenting work to clients and project stakeholders

Pitching for new business