

Luke Mourino

Front End Developer and Owner of Facing Left Ltd

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Profile

I have been freelancing since August 2015 after I finished working at Everywhere as part of a small team of designers and developers creating web apps and portfolio sites.

During my career, I have developed the skills to take a project from designs, through scoping and development to final product. My focus is front-end, I love SCSS, JS, and HTML5. I frequently assist teams in scoping and planning projects and explaining technical concepts to less technical team members.

Skills

- HTML5, CSS3, SCSS, LESS, PHP, MySQL, NoSQL, Git, Sails.js, Ember, Wordpress, Grunt, Apache, Ubuntu, Node, currently learning React.
- JavaScript, jQuery, Google Maps API, D3
- Cross-browser, cross-platform, cross-device functionality
- Mentoring and teaching CSS/SCSS, HTML5, Javascript

Experience

Founder and Developer of Facing Left Ltd

August 2015 - Present

London

- **March 2016 - June 2017** - Creating projects for Blue Hive, Solaris Health, WMW and maintaining legacy projects.
- **August - September 2017** - Working with Bisqit developing multiple conversational chatbots, multi-language wordpress site and HSBC campaign landing page
- **September - December 2017** - Working with BBD under NDA for a financial services provider, creating wordpress template files.
- **Jan 2018 - May 2018** - Working with planning unit creating two custom Wordpress websites for superspherevr.com and tonykayecollaborations.com
- **May - Jan 2019** - Working with Bisqit on several projects
- **Jan 2019 - Feb 2019** - Developing website for wordsearch.co.uk
- **March - Jan 2020** - Working with Bisqit on several projects

Lead Front End Developer

September 2011 - August 2015

Everywhere, London

- Following agile methodologies my main roles at everywhere ranged from System Administration, Lead Developer, Backend and Frontend developer.
- Creating fully responsive sites which work on a wide range of browsers and devices

- Mentoring and teaching team members SCSS, HTML and atomised css development
- Prototyping and implementing data visualisation using D3 for Oxford Brookes University
- Working with clients such as:
 - Chloe (<http://alphabet.chloe.com/>)
 - Anthony Burrill (<http://anthonyburrill.com>)
 - David Gill (<http://anthonyburrill.com>)
 - Oxford Brookes University (<http://timeline.brookes.ac.uk>)
 - Bath School of Art and Design (<http://artdesign.bathspa.ac.uk/>)
 - National Art & Design Saturday Club (<http://saturday-club.org/>)
 - Bare Conductive (<http://bareconductive.com/>)
 - Brik (<http://brik.co.uk>)
 - Developer for Virgin3030 (<https://rosielee.co.uk/work/virgin-3030-vision/>)
 - Innocent Targets (<http://innocent-targets.com/>)
 - Everywhere (<http://weareeverywhere.co.uk>)
 - Power of Advice (<http://powerofadvice.com/>)

Web Developer

January 2008 - September 2011

Kitcatt Nohr Digitas, London

- Built company website using Drupal CMS, jQuery and PHP.
- Designed (front and back end) and developed internal employee appraisal tool from scratch using PHP, jQuery and mySQL this involved translating my existing knowledge of ASP to PHP.
- Developed an easy to update front-end to be used across multiple projects for Lexus using XHTML, CSS, CSS3 and jQuery.
- Working with clients such as Waitrose, Proctor and Gamble, Lexus, Toyota, NS&I, Aviva and Visit Wales.

Email Campaign Developer

August 2007 - Jan 2008

e-Dialog, London

- Initiated the use and integration of Trac as a wiki and code repository.
- Lead developer for Dell Europe emails
- Worked on following clients such as Boots, Tesco, Nike, British Airways, Royal Bank of Scotland, Financial Times and The Telegraph.

Short Term Contract Web Developer

July 2006 – August 2007

Informa Telecoms and Media, London

- Created HTML emails, animated banners and updated web pages with XHTML
- Updated newly created wiki with code and process documents.
- Liaising with marketing personnel to insure finished product met their requirements.
- Worked on clients such as Nokia, Siemens, Qualcomm and Ericsson.

Education

Software Systems for the Arts and Media – Second class honours (first division) BA

University of Hertfordshire (1999-2003)

SSAM taught me how to work to art/media briefs in a critical way responding to current trends while experimenting with new technologies(hardware and software). The final semester was dedicated to a personal project; I chose to create a 3D environment hub intended for social interaction between player while getting ready for the next game. I taught myself Maya (3D package) and UTEd3 for Unreal Tournament 2003 in 4 months including production time.

“Computing” Higher National Diploma – Pass

Computing HND gives the student grounding in all technical aspects of computing from systems and networks to object-oriented programming.