Tim Cowlishaw
Curriculum Vitae

Timothy Justin Cowlishaw
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Educational History

2009 -   **The Open University**
              BSc Mathematics (Ongoing, presently in my first year)

2002 – 2005 **Ravensbourne College of Design and Communication.**
              BA (Hons) Moving Image Design, Classification: 2.2

1996 – 2001 **Whitgift School, South Croydon, Surrey**
              3 A-levels (English, Religious Studies, Music) and 11 GCSEs.

Work History

Mar 09
to Present

Web Developer at Headshift Ltd.

Member of the Ruby on Rails team at this Social Software Consultancy. I was responsible for the development of oneandother.co.uk, a social app supporting Anthony Gormley's 'living sculpture' project in Trafalgar Square. This precipitated lots of interesting challenges, not least coping with load caused by massive media interest in the project, integrating with reasonably complex streaming video infrastructure.
URL: http://www.oneandother.co.uk

Jun 07
to Mar 09

Web Developer at Media Service Provider Ltd.

As part of a small development team, I was responsible for the development of the Playlouder.com site - a social music discovery tool, download and streaming service, as well as maintaining ISP billing and provisioning services, designing and developing our corporate site, and developing bespoke music services for B2B clients.
This work involved producing scalable, standards-based web applications in xHTML, CSS, Javascript (including Prototype and Dojo frameworks) and Ruby (Using Merb, Rails and our own custom-built Brix framework), as well as integrating with external APIs, database modelling and optimisation, and some systems administration. In addition, I took part in a large amount of exploratory R&D work, including developing web-based RSS feed-reading functionality for our web application, and integrating with other music-related social sites.
URLs: playlouder.com, mediaserviceprovider.com

Nov 08 to Feb 09

Freelance Web Development for Fold7.com

I developed the above-mentioned site for this design and advertising agency, from photoshop mocks provided by the client. The site was based upon a heavily customised Wordpress install, which required PHP programming skills, as well as semantic xHTML, CSS and Javascript.
URL: fold7.com

Sept 08 to Present

Freelance Web Development for The Quietus

I took over the development and maintenance of this popular music magazine site, taking care of bugfixes, developing new features, and the day-to-day administration of their severs (which were deployed by myself). The site is built in Ruby (with Rails), and is deployed on two Debian Linux boxes, using MySQL, Thin, Nginx and OpenAFS.
URL: thequietus.com

Nov 06 to Feb 08

Freelance Web Development for various clients

I produced sites for various clients, including the 2041 Antarctic expedition and the United Nations Development Programme.
URLs: 2041.com, durrr.co.uk. UNDP project available to view on request.

Nov 06 to Present

Volunteer for the Open Rights Group

Involvement in various projects and other related organisations such as No2ID and creativecommons.org, including design of print material, filming events and editing and encoding the resulting video for delivery online, writing copy on copyright, IPRs and related issues, designing and developing web sites for various campaigns

Mar 06 to Jun 07

Mobile Content Editor at Red Bee Media

Authoring, editing and repurposing text, image and video content for the web and mobile platforms.

Jul 05 to Mar 06

Junior Designer at Abbey Road Interactive

A paid graduate placement designing interfaces for DVDs and web-based content.

Skills and Abilities

Languages: Ruby, Javascript, xHTML, CSS, PHP, also a little Haskell, Scheme and Java. For humans, English (native), as well as conversational French and Brazilian Portuguese.

Others: Rails, Merb, loads of other Ruby libraries. jQuery, Prototype and Dojo. MySQL, Linux systems administration. Git, SVN and Capistrano. Processing and Arduino. The usual desktop design and graphics apps. TDD / BDD (Primarily with RSpec and Cucumber). Agile / Scrum. Scraping and parsing badly-formatted data for fun and profit.