



# Gabriel M Sharp

Full-stack developer and user experience designer

email: gabrielmsharp@gmail.com phone: 07986637737

## Experience

2014 - 2016	<b>Spark/Bloom</b> iOS App Store	Co-Founder, Director, Head of Product
2014	<b>Tailster</b> tailster.com	Frontend Developer and Designer
2011 - 2013	<b>Staffordshire University</b>	First-class honours, Film Production Technology, BSc
2011 - 2014	<b>Freelance</b>	Design, Frontend Dev. Wordpress Dev.
2011	<b>Tech Music Schools</b>	Advanced Diploma, Popular Music Performance
2011 -	<b>DefineFor.Me</b> definefor.me	Founder and Sole Creator
2006 -	<b>cubeupload</b> cubeupload.com	Co-Founder, Designer and Frontend Developer
1989 -	<b>Born</b>	I can't claim any credit here

## Skills

**Programming** Objective-C, Xcode, Angular JS, Visual Studio, Javascript, jQuery, HTML, CSS, Git, Parse

**Design** User Experience, Wireframe, A/B Testing, Converting designs into working products. Moqups, POP, Photoshop, Sketch, After Effects, Premiere, Logic Pro.

**Business** Project Management, Growth Hacking, SEO, Online Marketing, Offline Marketing

For over 10 years I've built things, lead teams and created products. Before I could code I brought talented enthusiasts together and led open-source projects, building a gaming community at the age of 15 that sustained its server costs with member donations. Since I have learned to code and fallen in love with exploring problems, experimenting, and building products that help the people that use them.

Through my side-projects and jobs I've taught myself to code semantic HTML, CSS and Javascript, including Angular JS. Through my first startup, Bloom, I taught myself Objective-C and native app development, bringing an app from nothing to over 15,000 users in 6 months.

I am extremely focused on good design, beginning at the idea stage and maintaining through every stage until launch. I have learnt a number of tools such as Sketch, Photoshop for late-stage designs, as well as using old fashioned pencil and paper, along with using Moqups and Prototyping-On-Paper (POP) to create interactive prototypes of designs. I use After Effects and Premiere for composing and film editing and Logic Pro X for sound/music production.

Examples of recent work can be found at <http://www.gabrielmsharp.com>