



Gabriel M Sharp

Full-stack Developer and User Experience Designer

email: gabrielmsharp@gmail.com phone: 07986637737

Experience

2016 - Present	RHS	Frontend Developer, UX Lead
2014 - 2016	Spark/Bloom iOS App Store	Co-Founder, Director, Head of Product
2014	Tailster tailster.com	Frontend Developer and Designer
2011 - 2013	Staffordshire University	First-class honours, Film Production Technology, BSc
2011 - 2014	Freelance	Design, Frontend Dev. Wordpress Dev.
2011 -	DefineFor.Me definefor.me	Founder and Sole Creator
2006 -	cubeupload cubeupload.com	Co-Founder, Designer and Frontend Developer
1989 -	Born	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 identified problems and matched them with elegant solutions. By combining a design first approach with a technical background, I've been able to find creative ways to use the latest technology to efficiently help people. In my current role, I've introduced the importance of UX and smart design to internal software, working closely with users to champion the profound benefits of great user experience in everyday tasks.

I've taught myself to code semantic HTML, CSS and Javascript, including Angular JS, as well as native app development for iOS in Objective-C. Though my first startup, Bloom, I brought an app to over 15,000 users in 6 months, whilst independently learning Objective-C. Working for Tailster, I similarly had to learn Angular JS from the ground up whilst producing reusable design elements and working with the CEO to define the strategic aims of the company.

I am focused on good design, beginning at the idea stage and maintaining through every iteration 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>