ALAN M FREEMAN

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I'm a university graduate with a BA and MA in game design who has since become a self-taught web-developer and have made numerous sites and projects with HTML5, CSS3, JavaScript, TypeScript, the MERN stack and ReactRedux. I also have experience with PHP, MySQL, and SASS. I also have some C# experience and with Unity use it to make small games as a hobby. I'm interested in both frontend and backend web development.

Skills

- HTML5, CSS3, JavaScript, TypeScript, MERN stack (most experienced)
- PHP, MySQL (moderate experience)
- C#, Photoshop (some experience)

Projects

- Pathfinding Visualizer: a pathfinder visualizer made in TypeScript. It supports AStar, BFS and DFS, and Bidirectional among others.
- Rainblog: a MERN-based endless-scrolling blogging site with an animated image-model, backend generated thumbnail images and an admin-mode which lets you create, edit, and delete posts.
- Harry's Hardware: an online hardware e-commerce site. The most noticeable feature is a dynamically created set of filter panels which takes each product's unique sub-properties into account.
- Simple Styles: an online clothing store. Supports browsing cloths by type, gender, brand, or with search queries and uses local-storage for the cart.

Education

2008-2011 University of East London
BA Computer Games Design (Story Development) - 1st Class Honours

2011-2012 Brunel University
MA Digital Games: Story and Design - Master's Degree

Extra Info

Our UEL group created the game "Project Blend" where I helped with 3D modeling and programming. Primarily I was the Sound Coordinator which involved communicating with a group of music students from a different university, which included collecting music, delivering feedback from our team and keeping them up to date with our project.