Ben Cotton

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Personal Statement

After receiving a degree in IT and establishing a career as a software developer, I decided to broaden my horizons by completing a degree in media design.

I intend to blend these media design and software development skillsets in my career. The synthesis of these two fields I believe is key to pushing the boundaries of technology as it applies to people's lives. With what I consider to be my personal traits of intellectual restlessness, diligence and mindfulness, I feel I am in an ideal position to carry out work as a

front-end designer/developer.

Experience Summary

Media Design		Software Development	
Skills:	Web design, interaction and experience design, mobile app development, 2D/3D game design, 2D/3D animation, conceptualisation, video production, photography	Skills:	Web app/service development, software analysis and design, desktop app development, database design, test-driven development
Tools:	Photoshop, Illustrator, Flash, Adobe Flash Builder, Actionscript, Adobe Premiere, After Effects, InDesign, Maya, Blender	Tools:	HTML5/CSS3, Javascript, jQuery, .NET 1.1-4.0, ASP.NET, C#, PHP, Silverstripe, Sass, VB .NET, Windows Forms, SQL, Unity, WPF
Degree:	Bachelor of Design Innovation (Media)	Degree:	Bachelor of Information Technology

Timeline

Freelance Design/Development

May 2012 -

- Designing and building websites and web apps for local companies, using PHP and Silverstripe
- Developing web-based games
- Prototyping children's educational games for mobile devices in Unity
- Building web and digital signage animations for the advertising of nationally recognised brands, using Flash and After Effects
- Developing interactive marketing materials using Flash, Actionscript and HTML/ CSS

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Spoink! Games

November 2011 - May 2012

Co-founder/Designer/Developer



With the backing and support of Victoria University and Creative HQ (a business incubator) I co-founded Spoink! Games with some fellow graduates from design and computer science programmes. Creative HQ schooled us in the business side of game development and gamification which culminated in a business pitch to an audience of local luminaries from the gaming, design and advertising industries.

I performed a variety of duties in my time with Spoink! Games, sharing design responsibilities with my fellow design graduates, as well as serving as the primary developer, and co-presenting the business pitch, to name the most notable.

Performed volunteer work (data entry) in aid of Scouts New Zealand November 2010

Bachelor of Design Innovation (Media)

2009 – 2011 Victoria University of Wellington Dean's List of Excellence 2011

> Traveled through China, Singapore and Australia October 2008 - December 2008

Studied Introductory-level Mandarin at Wellington Community Education Centre March 2008 - September 2008

Paloma Technology Ltd

November 2008 – September 2010 (Sporadic/part-time while traveling/studying) September 2007 – October 2008 (Full-time)

Software Developer

Worked with a small team of developers on various web applications of different sizes using mainly Visual Basic .NET with ASP.NET and SQL Server. Responsibilities included maintenance, development of new features and support.

Quest Software

June 2006 - June 2007 (Full-time)

Software Developer

Worked with a small team of developers on the Archive Manager enterprise email archiving product (formerly AfterMail). Development was carried out using mainly C# with ASP.NET and SQL Server. Responsibilities included maintaining, enhancing and supporting the product.

CJN Technologies Ltd

February 2005 - June 2006 (Full-time)

Analyst/programmer

Performed development work including maintenance, enhancement and support on the dominant suite of applications used by the New Zealand roading industry.

Bachelor of Information Technology

2002 – 2004 Average grade: A Nelson Marlborough Institute of Technology Worst grade: B+

Documentation and references available on request

Design Samples (For more details go to www.cottonsoftdesign.com)



Team Work

