

Miles Johnson  
Web Developer  
www.milesj.me

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### **Objective**

Employment that fully utilizes my knowledge in web development, graphic design and production that offers the opportunity for career advancement and insures me for the future.

### **Knowledge**

Languages: HTML, XHTML, CSS, XML, JavaScript, PHP, MySQL, XSLT, AJAX, JSON, Linux

Frameworks: jQuery, CakePHP

Tools: Photoshop CS3, Dreamweaver CS3, Eclipse, FTP, SVN, GIT

Misc: SEO, Optimization

- Planning, designing, and implementing web site structure, layout and navigation
- Website design, image creation and optimization
- Wide knowledge of HTML head and meta tags and how to use it correctly
- Knowledgeable use of CSS hacks and browser issues
- Understanding screen resolutions and how to build around it
- Graphical user interface (GUI)
- Search Engine Optimization (SEO)
- Web standards compliance and basic accessibility issues
- Testing with multiple browsers and operating systems to ensure compatibility
- Use of server side scripting with client side scripting
- Correct and proper way to build scalable applications
- How to write clean, user-friendly and readable code

### **Qualifications**

- Creating, updating and maintaining multiple web sites on client demands
- Web programming, script installations (Wordpress, Forums, Etc)
- Ensuring web site quality, performance, reliability and validity
- Ability to work under pressure, and to consistently deliver projects on-time
- Excellent communication skills and project management skills
- Very well organizational methods
- Past experience working with others / team on high profile websites
- Knowledge of running your own large scale website
- Extremely fast learner and will take on any new languages / tasks

## Education

I am self taught in all other areas of web development, design and maintenance.

*El Camino College* (2006)

Computer Science and ASP/C# Programming

## Experience

*Almer/Blank* (Sep 2006 – March 2007)

[www.almerblank.com](http://www.almerblank.com)

Senior Front-End Developer (XHTML, CSS, Photoshop)

Junior Back-End Developer (PHP, MySQL)

Sliced, coded and integrated client wire frames / designs

*LessEverything* (March 2007 – June 2007)

[www.lesseverything.com](http://www.lesseverything.com)

Front-End Developer (XHTML, CSS, JavaScript)

Sliced, coded and integrated client wire frames / designs

*Xhtml Slicer* (May 2007 – Sep 2007)

[www.xhtml slicer.com](http://www.xhtml slicer.com)

Front-End Developer (XHTML, CSS, JavaScript)

Sliced and coded client designs

*Beta Records* (Oct 2007 – Feb 2009)

[www.betarecords.com](http://www.betarecords.com)

Senior Front-End Developer (XHTML, CSS, JavaScript)

Sliced and coded wire frames / designs

Integrated PHP with the front-end and pieced everything together

Wrote minor JavaScript/AJAX and its interactions

*Rubber Ducky Media* (Feb 2009 – June 2009)

[www.rubberduckymedia.com](http://www.rubberduckymedia.com)

Developed full websites or fixed existent ones

XHTML, CSS, JavaScript, PHP, MySQL

Integration / Customization of installed scripts

*Hautelook* (August 2009 – Present)

[www.hautelook.com](http://www.hautelook.com)

Front/Back-end developer on the new “features/projects”

Slice and code designs, implement JS/jQuery/Ajax interface and

Integrate Zend framework PHP into the front-end

## **Examples**

The following examples are projects I have worked on. Most, if not all are built from the ground up with myself doing the design and code work.

*Milesj (Personal Blog)*

[www.milesj.me](http://www.milesj.me)

Custom PHP/MySQL Blog system built on CakePHP

Open Source scripts with documentation

*GameSync*

[www.gamesync.com](http://www.gamesync.com)

Custom built online interactive social community for gaming and e-sports

Built with CakePHP and jQuery

Developed from the ground up and currently in public beta

Plans for an online competitive league

*Starcraft 2 Armory, Diablo 3 Armory*

[www.sc2armory.com](http://www.sc2armory.com)

[www.d3armory.com](http://www.d3armory.com)

Custom built system that's shared between domains, built on CakePHP

Custom Forum system with user integration

Interactive gameplay guide built upon a relational database

Extensive media gallery

*Beta Records*

[www.betarecords.com](http://www.betarecords.com)

Custom design with Web 2.0 aspects

Template system with PHP integration

Minor JavaScript/Ajax interactions