

# Andrew Hayward

74 Mortlake Road, Richmond, Surrey, TW9 4AS, UK  
+44 (0) 7825 838993  
(mail@) andrewhayward.net

**PROFILE** I strive to stay at the top of my game (winning several awards in the process), and have a deep understanding of the HTML and CSS specifications and the various ways in which these are interpreted by modern (and not so modern) browsers. I also keep in touch with all the current industry developments, including the many aspects of HTML5 and CSS3.

As a perfectionist, I put a lot of consideration into architecting flexible and maintainable code, using my extensive knowledge of front-end development, including accessibility, performance and debugging. Whilst not a designer, I know my way around Adobe Photoshop, and understand the importance and principles of good design, meaning I am able to take my attention to detail all the way through from design hand-over to implementation.

I have many years experience of DOM scripting, and really care about unobtrusive Javascript and accessible Ajax. Although jQuery is my library of choice, I feel far from naked without it, and have written large libraries from scratch. I also have experience with ActionScript, and understand when and how Flash should fit into the application stack.

While clientside development is my forté, I am also more than comfortable writing Python and PHP, and have sufficient experience with Ruby, Perl and Java to know my way around those too. I'm happy pushing and pulling from repositories (SVN, Mercurial and Git), manually updating and creating databases, and feel most at home doing it all directly on the command line.

**EXPERIENCE** As well as the following roles, I have over the past ten years worked as a freelance consultant on a variety of different projects, with clients such as the British Army and Jack Daniels.

**NATURE PUBLISHING GROUP**, London, UK November 2009 – Present  
Nature Publishing Group is a publisher of high impact scientific and medical information in print and online, including the world-reknowned *Nature* and *Scientific American* journals. As a senior-level developer, I have worked right across the group's online publication catalog, including the recent relaunch of *Scientific American*. I currently lead front-end development in the New Product Development group.

**SIX TO START**, London, UK January 2008 – November 2009  
Six To Start combines storytelling and play to bring experiences to wherever people are – the web, mobile, TV, and in the real world – and has won several awards in doing so. I was lead front-end developer on several high-profile websites, including *We Tell Stories* and *Smokescreen* (see *Portfolio*, below).

**MOO PRINT**, London, UK October 2007 – December 2007  
Moo is an award-winning online print business. Working on a short-term contract, I helped them roll out several seasonal features, as well as start a variety of projects, including internationalization, for their website.

**TAKKLE**, New York, NY, USA October 2006 – August 2007  
Affiliated with Sports Illustrated, Takkle is a social network for high school athletes. My role in the company was a mixture of front- and back-end development, covering various aspects of the product life cycle, from database design through to user interface engineering.

**PORTFOLIO** This is not by any means an exhaustive list of work, but rather some of the higher profile and more interesting sites that I have been part of recently.

**WE TELL STORIES**

[wetellstories.co.uk](http://wetellstories.co.uk)

Featured on CNET, BoingBoing, Wired, BBC News, the Daily Telegraph, the LA Times, Creativity Online, GameSpot, and nearly 1800 other weblogs, *We Tell Stories* was a collaboration with Penguin's top authors to create six stories that could only be told on the Internet. From creating narrative through Google Maps, to simultaneously broadcasting two authors live to thousands of viewers as they co-wrote a new story, each episode presented its own challenge. The project won the **SXSW Interactive Best Experimental Award** and **Best in Show Award** in 2009, and is currently 'on display' at the **New York Museum of Modern Art**, as part of their *Talk To Me* exhibit about communication possibilities in the information age.

**SMOKESCREEN**

[smokescreengame.com](http://smokescreengame.com)

Commissioned by Channel 4 Education to help teens aged 14-16 understand the risks (and benefits) of being online – from defending yourself against phishing to avoiding online stalkers, *Smokescreen* is an interactive and immersive online game with an exciting and dramatic story. Played out over 13 missions, there were a multitude of technical issues to overcome, including accessible audio communication and high levels of interactivity, as well as artificial intelligence that could guide cars based on player intervention. It won the **SXSW Interactive Award for Best Game** and the **Learning on Screen Multimedia Award** in 2010, and was nominated for the **BIMA Educational & Outreach Award** and **Accessibility & Usability Special Award**.

**CORE SKILLS**

HTML, JavaScript, CSS (including the latest developments in all three)  
Python (and Django), PHP (and CodeIgniter), Ruby (and Rails), Perl (and Catalyst), Java  
MySQL, MSSQL, Google Datastore  
Git, Mercurial, SVN  
Photoshop

**EDUCATION**

**UNIVERSITY OF BATH**, Bath, UK September 2001 – July 2006  
BSc (Hons.) in Computer Science. A four year sandwich course with placement.  
Dissertation: Simulating the Pack Mentality of Predatory Wolves.

**PETER SYMONDS' COLLEGE**, Winchester, UK September 1999 – August 2001  
A-Levels in General Studies, Geography, Graphic Communication, Mathematics, and Further Mathematics.

**WINCHESTER COLLEGE**, Winchester, UK September 1996 – July 1999  
GCSEs including Mathematics, English and Design Technology.

**REFERENCES**

References are available on request. That said, if you can't wait, comments such as the following have been made in the past ([linkedin.com/in/arhayward](http://linkedin.com/in/arhayward)).

*"Andrew is the most talented front-end and middleware coder I've ever worked with. [...] Aside from his vast technical abilities, Andrew has a very bright analytical mind which enables him to quickly find elegant solutions to any problems he has to solve."*

Daniel Abraham, Takkle, July 2007

*"Andrew is one of the most stunningly technically competent clientside engineers I've ever had the opportunity to work with. He has a fantastic understanding of cutting edge browser side technologies, and has consistently performed above and beyond expectations in terms of delivery. He displays a positive attitude to his work, and continues to surprise in terms of what he's able to get client-side browsers to do."*

Dan Hon, Six To Start, October 2009