

# LAWRENCE HAWKER

Nationality: British

## PROFILE

After working within the new media industry for over ten years, I have built a number of good working relationships with a list of top agencies both here in the UK and in Ireland.

I am a self-motivated, enthusiastic team player with excellent communication / organisational skills, combined with invaluable technical experience with a firm commercial outlook and awareness.

## SKILLS SET

### Technical Abilities

HTML & XHTML to AAA W3C Standards.  
CSS.  
Web Accessibility  
Python.  
TAL (Template attribute language).  
JavaScript with cross browser consideration and jQuery library.  
PHP & MYSQL.  
Lingo / 3D Lingo At level of scripting algorithms for AI.  
ActionScript 1/2.

### Technical Overview

#### Content Management Systems:

Competent to work and develop within: Plone/Zope, Joomla, Wordpress content management systems.

#### Software knowledge:

Wingware Python IDE, Textmate, SVN, Apache, Mysql, Dreamweaver, Flash, Photoshop, Illustrator, Imageready, Effects, Premier.

#### Operating Systems:

Mac OSX, Linux (Ubuntu), PC Windows.

#### Additional Technical Knowledge:

Apache webserver setup & configuration. Terminal Shell for system configuration and Python debugging as well as compiling binaries on Linux or Unix systems.

## EMPLOYMENT HISTORY

June 2006 – Present

London.

### **Front-end and Back-end Developer Contracts:**

Kitcatt Nohr Alexander Shaw. <http://www.kitcattnohr.com>

Engage Group Ltd. <http://www.engagegroup.co.uk>

Sharkbyte studios. <http://sharkbyte.co.uk>

Limehouse Group Ltd. <http://www.limehouse.co.uk>

Foresite. <http://www.fsite.com>

OastOne. <http://www.oastone.co.uk>

Antersite. <http://www.angersite.com>

PP Design. <http://www.ppdesign.co.uk>

### **Full time Employment rolls**

Aug 2005 – June 2006

Limehouse Group.

London.

Interactive Designer/Developer

#### Main duties and responsibilities:

Working closely with account handlers and project managers to strategise on pitches/concepts for new clients.

Ensure technical functionality of core elements inside wire frame.

Creating and compiling of technical specifications.

Complete design concept, incl. the design, screen layout, navigation and graphical content.

Liaise with client on final design.

Advising and liaising with designer of accessibility standards.

Coding of templates using CSS and Xhtml strict, for backend CMS.

Thorough testing of templates before integration with CMS.

Conceptualising and production of Flash online marketing and educational games.

Development of CD-Roms. (Covering all offline/online communications)

Amends and additions to content management driven sites.

Working to W3C and accessibility standards across all platforms.

Supporting all existing Limehouse content management systems.

Sept 2004 - Aug 2005

[Silverscreen.](#)

London.

Multimedia Developer

Main duties and responsibilities:

Research and development of a solid-state visual video display system, enabling Silverscreen to communicate the brand through the delivery of a communicative video streams.

To manage and produce on/offline promotional marketing material.

Development of a hybrid application system incorporating ActionScript, external data files and rendered MPEG video.

Development of a central file distribution network .

Responsible for the organisation of hardware and network setup.

Working closely with in-house and external system teams to ensure that the correct infrastructure is in place to offer the correct running environment for the solid-state system.

Solid-state system network support and administration through remote access.

Weekly updates and development of new creative content for the in-store video systems.

To manage and produce weekly newsletter publication.

Sept 2003 - May 2004

[Thames Valley University.](#)

London.

Part-time Web Content Architect (while studying)

Main duties and responsibilities:

To check and manage the large amount of content, and to define a clear structure to the data flow of the database.

Working to the development of the TVU web site I was responsible for the creation of template pages using xml, CSS and jsp.

Implementing on-line testing of site, taking into consideration of W3C cross browser issues.

Preparing the graphics, PDF files and other site content for web-based delivery.

Oct 2000 - April 2001

White Noise Media Ltd.

Dublin.

Interactive Designer.

Main duties and responsibilities:

I joined the company at the initial start up of just 2 people as senior designer. I contributed creatively and commercially, through development of strong company branding and good client\project management.

Projects included web and CD-Rom for companies in Ireland and the U.S.A

To meet with clients, create proposals and agree fee structures.

To manage and delegate work to design team.

To organise time sheets and project planning.

To organise hosting, upload of site and domain registration.

To create and manage design projects.

March 1998 - Oct 2000

[Web IT Ltd.](#)

Wexford IRE.

Senior Web Designer.

Main duties and responsibilities:

At Web IT I experienced first hand a complete over view of the web industry.

To meet with clients and gather information, to compile wire-frame design concept.

To complete design concept, incl. the design, screen layout, navigation and graphical content.

To delegate work to design team.

To organise hosting and uploading of site.

To update clients and company site.

To create and manage design projects.

Achievements included reaching the finals of the National Enterprise Awards (1999) and being runners-up for the "2000 Web Design Agency of the Year" Golden Spider Awards.

## EDUCATION

1986 - 1990	<b>Southfields Secondary School.</b> GCSE's:	<b>London.</b> 5 Honors 2 Passes
1992 - 1993	<b>Putney School of Art.</b> Cert. in Art & Design:	<b>London.</b> Distinction
1997 - 1998	<b>CCET, Dame St.</b> Cert. in Interactive Multimedia Prod:	<b>Dublin.</b> Merit
2001 - 2004	<b>London College of Music and Media.</b> BA.(Hons) in Digital Arts:	<b>London.</b> 1st Class Hons