



# CONNOR GRAHAM

## Software Developer

- [eageramoeba.co.uk/portfolio](http://eageramoeba.co.uk/portfolio)
- [linkedin.com/in/hex333ham](https://www.linkedin.com/in/hex333ham)
- [stackoverflow.com/story/hex333ham](https://stackoverflow.com/story/hex333ham)

## About me

I'm Sheffield born and bred and proud to be a Yorkshire lad. I have been self-employed for the past 5 years, I view this experience as valuable and believe I have grown faster as a person than I would have done in traditional education such as university; every skill I use now has been self-taught.

This is due to the fact that I have been running my own business, which requires discipline and confidence, traits I have learned and then honed as my business has expanded, through sheer necessity to survive as a commercial entity. I've completed projects that include media production, graphic design, software development, sysadmin knowledge and various other skills. I've also been responsible for leading a small team on various film shoots.

I'm now wanting to move on from being self-employed and broaden my horizons within the web development industry, running my own studio and working with freelancers means we've had to forge our own path regarding methodologies and practices. I'd like to see how other studios deal with the everyday challenges of web development and create new working relationships.

## Skill-set

- ◇ PHP & MYSQL 7yrs
- ◇ HTML & CSS 7yrs
- ◇ JavaScript & Vue.js
- ◇ Unity & C# 3yrs
- ◇ ASP.NET MVC 4
- ◇ Symfony & Doctrine
- ◇ Linux (CLI & UI)
- ◇ LAMP Hosting
- ◇ WordPress & Bolt
- ◇ Git, Gitlab & Github
- ◇ Adobe CC Suite
- ◇ Video Production
- ◇ Leadership
- ◇ Business
- ◇ Public speaking
- ◇ Networking

## Hobbies & Interests

- ◇ Camping
- ◇ DIY
- ◇ Films
- ◇ Gaming
- ◇ Gardening
- ◇ MMA
- ◇ Shooting
- ◇ Technology

# Work Experience



Strategic. Creative. Digital.

### Developer - August 2018 to January 2019

Rare Creative Group. - Sheffield, UK  
[rarecreativegroup.com](http://rarecreativegroup.com)

A full-time web development position working with a variety of CMSs and Laravel for bespoke jobs. During this time I liaised with account managers to maintain sites, fix bugs, estimate timescales and deliver creative solutions.

- ◇ Laravel
- ◇ Wordpress, Bolt & Anchor



### Software Developer - Nov 2017 to August 2018

Link-2 Ltd. - Sheffield, UK  
[link-2.biz](http://link-2.biz)

A part-time software development position working with ASP.NET MVC 4, where I was responsible for researching and developing possibilities for the expansion of their internal business systems and existing platforms.

- ◇ Database development & design
- ◇ ASP.NET MVC development
- ◇ Systems design
- ◇ Data management
- ◇ Azure server management



### Chief Technology Officer - Dec 2016 to Present

Bluemoo Studios Ltd. - Sheffield, UK  
[bluemoostudios.com](http://bluemoostudios.com)

Chief Technology Officer position for Bluemoo Studios, I was tasked with achieving our project goals, leading our Development team, work with our DevOps head and helping to seek out/follow through with funding opportunities.

Unfortunately the project now lays dormant due to not making it through the funding stage.

- ◇ Database development & design
- ◇ Symfony development
- ◇ Systems design
- ◇ Server management
- ◇ Business relations
- ◇ Technology supplier liaison
- ◇ AWS



EAGER AMOEBA®

### Self-Employed & Founder - Sept 2011 to Present

Eager Amoeba® - Sheffield, UK  
[eageramoeba.co.uk](http://eageramoeba.co.uk)

Self-employed freelance work ranging from film production to server management and PHP web development. During this period I worked both by myself and leading a team of people, depending upon each project. I have dealt with clients that have much more experience than I and have held my own.

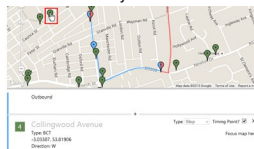
The trading name now serves as a brand name for various products I maintain on Steam and the Unity Asset Store.

- ◇ Accounting & Budgeting
- ◇ Film production
- ◇ Web & database development
- ◇ Server maintenance & setup
- ◇ Business management
- ◇ Game & app development
- ◇ Presentations & meetings

## Key Web Development Projects

### Bus priority

I worked with Blackpool Council and various other companies, to design and produce a complete web package to facilitate a unique bus priority system. The system was responsible for creating daily timetables and logging arrival times at traffic junctions.



### Motus Morph

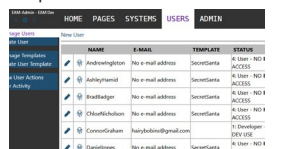
I worked with Motus Traffic to create a modern web front-end for their traffic controller. This involved creating PHP libraries to work with a minimalist PHP configuration and AJAX methods to communicate with the Linux back-end.



### Petri CMS

Whilst developing for web I found myself dissatisfied with the content management systems on the market.

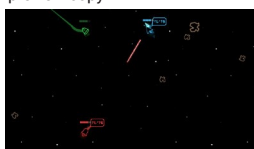
I created Petri, a CMS/framework capable of managing sites and providing a sound, secure base for bespoke databases.



## Key Game Development Projects

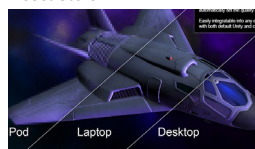
### Asteroid Deathmatch

A small steam game I've been making for fun that aims to be a modern arcade game. Taking inspiration from Asteroids, Spacewar and Bosconian. Now in 'Late Alpha', steam keys can be provided upon request for a preview copy.



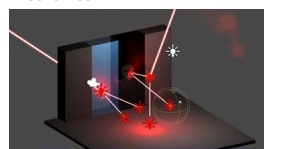
### AQHAT

A Unity plugin created to score a devices potential performance (based upon hardware configuration/information), then set the apps detail level on launch using this value. Currently rated 5 stars on the Unity Asset Store.



### Beamtime

Originally created for Asteroid Deathmatch, Beamtime is a Unity plugin for creating dynamic laser beams that interact with each other and the environment, allowing developers to create complex laser puzzles and game mechanics.



# Other Projects

## Web Development

### ◇ Bluemoo Studios Social Platform

During my time as Chief Technology Officer for Bluemoo Studios it became clear we needed our own code libraries within Symfony to achieve our goals. As Sonata is becoming old and outdated, we decided to move to Symfony 4 and use updated bundles (or update older bundles where appropriate, such as FOSMessageBundle) to create our own inspired version for our own needs. This way we gained the principles of Sonata and modern advancements in web technology.

### ◇ Sheffield Stainless

I was approached by Andy Messer to produce a website for an educational graphic novel, telling the story of steel industry in Sheffield. This was the first official implementation of my CMS, Petri.

### ◇ Wortley Rotary Club

For the past few years I have been involved in the management and production of a website for Wortley Rotary Club. This involves a small-scale social network and bespoke organisational tools, including an online attendance register.

### ◇ Peter Farley Media

I've been friends with Peter since senior school and when he asked me to produce a web portfolio I jumped at the chance, this included an implementation of my CMS (Petri) and was used during his brief stint as a freelance Audio expert for film. The website has since been taken down but we were both pleased with the result and it was hosted on my own private web server for a number of years.

## Game Development

### ◇ PauseMi

PauseMi is a Unity plugin that allows you to pause your game, via freezing components and more!

### ◇ Easy Screen Align

'Easy Screen Align' does what its title suggests. It's a simple Unity plugin for aligning elements to the screen (both 2D and 3D). Currently provided for free on the Unity asset store, achieving over 1000 downloads so far!

## Film Production

### ◇ Steel City Spartans

I was invited to film a boxing event at the Sheffield arena by a close friend. Together we filmed all fights then edited these down into individual videos for each contestant.

### ◇ Music in the Gardens

Around 2012 I became involved with a local music festival called Music in the Gardens. Between 2012 and 2015 I managed their website and produced three short documentaries showcasing the festival.

### ◇ Secrets of the Boudoir Burlesque live coverage, two events

During 2012 I approached a local burlesque company with the idea of producing a few short films of Burlesque performances in order to gain more experience and exposure. They agreed and it was considered a success. They invited us back for a second year to produce another set of videos.

### ◇ Our Cow Molly film production

A local dairy/ice-cream company asked me to produce a film for them in 2011 back when I was just leaving college. The idea being that it should be silent and displayed in their farm shop to educate customers on how their products are made. It ran for a few years after completion and they were pleased with the result.

# Qualifications

## A-Levels, June 2009 – June 2011

### Hillsborough College, Sheffield

- ◇ A2 Media Studies
- ◇ A2 Photography
- ◇ AS Business
- ◇ AS Film
- ◇ AS Psychology

## GCSE's, June 2004 – June 2009

### Bradfield Secondary School, Sheffield

- ◇ Citizenship
- ◇ Digital Apps
- ◇ D&T Product Design
- ◇ English
- ◇ English Lit
- ◇ Maths
- ◇ Media Studies
- ◇ Music
- ◇ Religious Studies
- ◇ Science
- ◇ Science (Additional)

## Extra

- ◇ Grade 1-5 Piano

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# Personal Statement

I'm Sheffield born and bred and proud to be a Yorkshire lad. Whilst growing up I've always had a passion for film and media, I even used to ask my parents to tape adverts for me as a toddler and watched all of the 'making-of' special features I could get my hands on.

During my teenage years I managed to get a copy of Macromedia Studio MX 2004 (now Adobe Creative Cloud), with which I used to create some rough websites and flash games. One of my dreams as a child was to own my own website (now I own several and manage a few servers!).

I have been self-employed for the past 5 years; I view this experience as valuable and believe I have grown faster as a developer and a person than I would have done in traditional education such as university. I believe this is due to the fact that I have been running my own business, which requires self-discipline and confidence, traits I have learned and then honed as my business has expanded, through sheer necessity to survive as a commercial entity.

I have dealt with clients that have much more experience than I with whom I have held my own. Be it in selling myself, organising projects, invoicing or dealing with minor disagreements.

I have completed projects that include media production, graphic design, software development, sysadmin knowledge and various other skills. Every skill I use now has been self-taught, as I have found that I flourish more learning on the job as opposed to a more structured college-style education.

I now want to move on from being self-employed and broaden my horizons within the web development industry as running my own studio and working with other freelancers means we've had to forge our own path regarding methodologies and practices. I'd like to see how other studios deal with the everyday challenges of web development and create new working relationships.