Justyn Spooner

13b George Street
Leamington Spa
CV32 1HR
+44 7708 052866
justynjj@gmail.com

Profile

I am an experienced mobile app developer with strong skills in all aspects of app creation. I have created beautiful, content rich iPhone and iPad applications for clients such as Faber and Faber, Arsenal FC, Random House and Jaguar Land Rover. I also have experience in a wide range of web technologies, in addition to UI and graphic design skills.

Experience

Mobile App Developer, Agant Ltd. (2010-13)

iOS app development studio, Leamington Spa

During my time at Agant I have managed the whole mobile app development process, from conceptualising and prototyping user interface designs through to developing and testing complete functional apps.

As part of this process I have represented Agant's technical team in client meetings, presented project progress to key stakeholders, and worked closely with external designers to ensure that each apps' graphical style is consistently implemented in the final product.

I was Lead Developer for *The Animator's Survival Kit* iPad app, created with Oscar®-winning animator Richard Williams. This app was featured by Apple in the reference section of the US App Store, and currently has a 5-star average user rating.

> *"…uses the full capabilities of the iPad's processing power and screen to deliver a visually stunning, entertaining and enthralling masterpiece."*
>
> *Animator's Survival Kit: TheNextWeb Pick of the Day (April 2013)*

I created the Artificial Intelligence engine for the official *Discworld* app, developed in partnership with Terry Pratchett and Transworld Publishers. This involved building a complete map of an entire fictional city for citizens to navigate, and creating a custom behaviour engine to control their movement around the streets.

> *"…there's no doubting the craft that's gone into this first official app for Terry Pratchett and his novels."*
>
> *The Guardian (February 2013)*

As Lead Developer for the official *Arsenal FC* app I was responsible for integrating Arsenal's data feeds with an onboard content database, and creating custom UI views to present this data to the user.

For the *Timeline World War 2 with Dan Snow* app, I created a desktop content management tool to extract raw content from Quark Xpress files and convert it into an app-ready format. I also created a custom video player for archive Pathé footage, enabling multiple commentary tracks to be selected and broadcast via Apple's AirPlay technology.

In addition to the above, I have also been involved in developing the following apps:

- *QI* – the official *Quite Interesting* app for iPhone and iPad

- *I, Partridge* – the official app for iPhone to accompany Alan Partridge's autobiography

- *Harry Hill's Joke Book* – an interactive joke book for iPhone to accompany the hugely successful book

Front End Web Developer, Big Picture Interactive (2009-10)

Web Agency, Leamington Spa

Led the development of front-end interfaces for many high profile websites including Tomy, Silver Cross, How To Train Your Dragon, Wolseley, Sophie Kinsella, Vintage Books, Tracey Beaker and Wesleyan.

Education

University of Birmingham

| 2006-07 | MSc. | Natural Computation (Merit) |
| 2003-06 | BSc. | Artificial Intelligence and Computer Science (2:1) |

The Archbishop's School, Canterbury

| 2001-02 | A-Levels | ICT (B), Geography (B), Art (C) |
| 2001 | AS-Levels | English (B) |

Technical skills

Core Skills

Cocoa / Objective-C development: 3 years
Web development: 10 years
Adobe Photoshop: 10 years

Extended Skills

Xcode, Instruments, UI design, Java, Git, SVN, RESTful web services, XML, JSON, HTML, CSS, jQuery, .NET and content management systems.

Interests

I help run a 'Design An App' challenge as part of TeenTech, a UK initiative to inspire young people to consider a career in science, technology, engineering and mathematics.

My personal interests include tennis, power kiting and dabbling with swarm algorithms.