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:: WEB ::

PHP and MySQL

I have a lot of experience in using open source php & MySQL web applications. I can install, customise and design themes for sites such as: osCommerce, Phorum, phpBB, Gallery 2, Coppermine, Drupal and so on. For 3 years I ran a phpNuke site, back in the days when Nuke was good. It's a Content Management System with added Forum and Gallery modules. I have now updated spherculism to run Phorum and Gallery 2 modules which are embedded in a custom designed cms. Recently I have been coding my own php pages which I've connected to custom built MySQL databases. This is currently an area of particular interest.

Flash

Flash has been an interest of mine since 2000. I have an excellent knowledge of Actionscript and building complex sites. I very much enjoy adding physics simulations to my graphics. I've made many advertising banners for well known companies and I used flash to create the first poi spinning simulator for spherculism.

Html

I rarely create pure html sites. More often I use html within a php script to create dynamic pages. I can use Dreamweaver and Go-Live but tend to write code by hand. I'm now trying to adhere to xhtml guidelines.

CSS

Over the past few years I have learnt to use css to apply styles to my pages using external css files. This is excellent because it separates the code from the design. I have never used a pure css table-less design but prefer to use tables when they are the simplest solution.

Javascript

I have a basic and growing understanding of javascript since it is almost identical to actionscript. I have implemented some clever 'off the shelf' javascripts in my sites to make them more visually stimulating. But for functionality I use them sparingly. Recently I've been using Google Maps in my sites.

:: INTERESTS ::

Circus

I spin Poi, play with 2 diabolos and love to juggle and pass clubs. I enjoy running spherculism and teaching people new things.

Travel

I love to see the world, experience new places and people and live all over the place.

:: Reference ::

www.sphism.com
www.wildcat.co.uk
www.spherculism.net
www.madjuggling.com
www.thegateworldwide.com
Giles at wildcat : it@wildcat.co.uk

:: GRAPHICS ::

Photoshop

I have been using Photoshop since 1998, including 4 years using it almost every day. There's not much I don't know how to do.

In Design

The Wildcat Catalogue was produced using In Design so I have a good knowledge of managing large print projects using this desk top publishing software.

Illustrator

I've been using Illustrator for as long as Photoshop but tend not to work in vector that much except when a design really requires it. Mostly my vector work is for flash websites.

Print

I have had close working relations with print houses and have a good knowledge of graphics preparation for print.

:: VIDEO ::

Sony Vegas

Vegas is my preferred editor, although I also have a basic understanding of Premiere and After Effects. I spent a year making a 90 minute film, all edited in Vegas, the film is available on DVD all round the world and sells well.

Production

I have acquired much knowledge about the production process: Filming, Capture, Storage, Editing, Rendering, Compression, DVD Authoring, File Formats, Codecs and so on.

VJ-ing

I have been using software such as Neon and Plumx for live video mixing. It's an area I'd love to explore in greater depth.

:: 3D GRAPHICS & ANIMATION::

Background

I have been working with 3d software for around 6 years. I have always had a very good sense of spacial awareness. I can visualise and design well in 3d and I find it most rewarding.

3D Studio Max

3dsMax was the main software I used for years. I have a good knowledge of various modelling, animation and rendering techniques.

Blender

More recently I've been using Blender for my 3d work. Although it's freeware there are many advantages of using this over other software. It can be used to make very tidy 3d meshes and has seemingly limitless potential. I like it a lot.

Z-Brush

An excellent program used mainly for modelling beautiful organic objects in real time. You literally paint in 3d using a graphics tablet. I love it and can create very high quality models using it. I usually make models in Z-Brush and put them in 3dsMax or Blender to animate or render them.

:: EXPERIENCE ::

2003-now

I have created and managed spherculism.net. It's a cutting edge community site which aims to accelerate learning and fuel understanding of Poi and other related art forms.

2006-2007

I lived in Melbourne and various places around New Zealands beautiful South Island. Worked on several websites and travelled extensively.

2005-2006

I made my first film, called 'Spherular Vision'. It's a self invested solo project which aims to document some of the worlds finest poi and staff spinners. I filmed, edited, produced and managed the year long project myself. This taught me a great deal about film production.

2005

I worked as a freelance Flash coder, mainly on banners and one large site for a well respected global advertising agency.

2002-2005

I worked as a graphic designer for a massive body jewellery company called 'The Wildcat Collection' in Brighton, UK. I made graphics everyday, including a 196 page full color A4 catalogue, which was a year long project for two of us. I also designed full page magazine adverts for print all over the world. We designed many postcards, in several languages, to send out to promote our new product ranges. I also designed the graphics for two ranges of body jewellery called Ikon Plugs and Picturebells. Both ranges are very successful. I did a lot of photography using a Nikon D100 and image manipulation using Photoshop. I also helped manage a large webshop and community site and made flash advertising pages.

1997-2001

I studied Industrial Design BSc at Brunel University in West London. It was a 4 year 'thin sandwich' course which included 2 semesters working in design companies. The course was hugely varied, including: Product Design, Graphics, Web Design, Metalwork, Woodworking, Electronics, Mechanical Engineering, Maths, Physics and Material Science. Brunel is a very well respected Design School.

2000

I moved to San Francisco and spent my second placement semester living at SFSU university. It was the first time I had lived outside the UK and I did a lot of growing up. After my semester finished I worked down town as a Model Maker, making very precise foam models of computer peripherals. I love this type of model making 'sculpture' and have a fine eye for aesthetic three dimensional form.

1997

I did my A-levels in Maths, Physics and Design at a good school in the UK.

