

Curriculum Vita For Eamonn Faherty - Mobile: 07850 490 428

Address: 51 Highams Street, Walthamstow, E17 6BW
Email: eamonn@designandsolve.co.uk Mobile: 07850 490 428
Position Wanted: Permanent Availability: 4 Weeks

About Me:

I am a will-do solution-orientated developer with great analytical skills. I have a very strong background in online gaming. I am responsible and dedicated. I am a believer in good development practices and see software engineering as a discipline. I am a firm believer in the value of eXtreme Programming (XP): Refactoring, Test Driven Development and Continuous Integration.

Employment:

○ 2008 to Current – Gamesys Limited, 10 Piccadilly, W1J 0DD.

I work within the Games Team. As a team we produce gambling games, which are played on sites such as Jackpotjoy.com and Sunbingo.co.uk. Within the team I hold a senior position. I am involved in all cross team discussions and in all architectural decisions. I am the key contributor to our internal framework and have lead it from a small set of conventions to a highly productive rapid application framework. We have embraced unit testing, continuous integration and refactoring.

○ 2004 to 2007 – Orbis Technologies, 414 Chiswick High Road, London W4 5TF.

I have held two positions at Orbis Technologies:

- Software Developer – As a software developer I worked in two of the Orbis offices. I worked in the Flash Development team. Within the team I was involved in development, the release process and quality assurance. My role was very much a customer-facing role. I worked with the customer to get our products live, this involved liaising with other teams within Orbis to get the dependencies of our products resolved and ensuring that the products were free of bugs. As a software developer I also worked in the Fixed Odds Gaming team. This team was responsible for the development of the server solution for the flash games. I worked on both the development and release sections of the development process.

- Solutions Architect – As a solutions architect I worked very closely with Ladbrokes, advising them on all aspects of the OpenBet platform. It was my responsibility to advise on all facets of the client's technical strategy, ensuring the business requirements are met in a timely and architecturally sound manner. As part of my work, I was required to produce documentation and project plans outlining the solution I had derived.

○ 2002 to 2005 – Design and Solve: I worked freelance, where I offered a web design and general consultancy service. The main focus of my business was getting clients systems to do more for them. From this I have learnt the importance of time management, being reliable and the commercial risks involved in development.

Projects:

- [@Gamesys] Internal Application Framework: I was the lead architect on this project. I designed and documented the use of design patterns and conventions. I communicated this at all times to the team and stream lined inclusion of Spring Actionscript, our own localization solution and our own currency systems. The framework has been a huge successful and has increased productivity in a very short time.

- [@Gamesys] Build System: I was the lead developer on the continuous

integration build system for our team. I was responsible for creating build scripts, which could handle dependencies and actions such as compiling code, running unit tests, generating test coverage reports, flex pmd static analysis and as3v static analysis.

- [[@Gamesys](#)] Sun Launch Project: I was in a team of four, responsible for getting three games produced in four week-long sprints for the re-launch of [Sunbingo.co.uk](#). The games were produced in Actionscript 3.0 using agile methodologies, including scrum, refactoring, test-driven development and continuous integration. The project was delivered on time without any de-scoping.
- [[@Orbis](#)] Deal Or No Deal Jackpot: I was responsible for writing the server solution jackpot game for this fixed odds game. I had to liaise with a 3rd party and the customer to get the game from requirements stage to test stage.
- [[@Orbis](#)] Casino Package: I was responsible for four games in the 26 game package that was released as the Initial Orbis Casino. The project was delivered on time and within budget.
- [[@Orbis](#)] BlueSquare Rebrand: I was the main point of contact for the customer team, dealing with bug tracking, releases and standards enforcing. The project was delivered late due to poor analysis. The risks were legacy code and company restructuring. The release procedure was changed during the project to improve version control.
- [[@Orbis](#)] BSlot Rewrite: I was one half of the team responsible for rewriting 8 Macromedia Flash games. I was responsible for the communications layer and manager, which controlled the animations. The project was scheduled for out of office hours. It was delivered early and within budget.
- [[@Design and Solve](#)] Soho Wine Project: I installed a Linux file and web server which automatically updated data and images on the clients public website. The server also acts as a staging server for the site for previewing updates. I replaced an off the shelf product with a bespoke alternative which enabled the team to concentrate on their business more. The project was delivered on time and within budget. The risks were my own time scheduling with my studies and relying on client feedback.
- [[@Design and Solve](#)] Livingstone Gunn Project: I created a web application in which emails could be scheduled as reminders with auto generated content. I also created a news posting system similar to a blog and a file reader, which delivers content to their website from a file on their systems.

Education and Training:

- University: 2004 to 2007 – 2.1 Computer Science BSc Hons at City University, Northampton Square, EC1V 0HB. Tel: 020 7040 5060 Fax: 020 7040 5070.
- Test-Driven Development Workshop – provided by a third party whilst at Gamesys Limited.
- Informix Programmer's Performance Workshop: 2006 – at IBM, Lotus Park, The Causeway, Staines, Middlesex, TW18 3AG. Tel: 01784 445295
- Sixth Form: 2000 to 2003 - 3 A Level passes, 1 AS Level pass and 2 Key Skill passes at Cardinal Pole RC, Kenworthy Road, London, E9 5RB. Tel: 020 8985 5150 Fax: 020 8985 7325.
- Secondary: 1995 to 2000 - 11 'A' – 'B' GCSE grades at Cardinal Pole RC, Kenworthy Road, London, E9 5RB. Tel: 020 8985 5150 Fax: 020 8985 7325.

Technologies:

[Languages] Actionscript 3.0/2.0, Flex, J2SE, PHP4, PHP5, BASH, SQL2, TCL, Javascript and HTML.

[Operating Systems] Various flavors of Linux and Unix, Mac OS X and

Microsoft Windows.

[Applications] Apache Ant, Apache HTTP Server, Apache Tomcat, IBM Informix, CVS, SVN, Hudson, Selenium, Eggplant, Charles and ScrumWorks.

[Non-commercial] Django and Rails.

[Development Environments] Macromedia Flash MX 2004/8/CS3 environments, Eclipse, FDT, Flexbuilder, VI and IntelliJ IDEA.

[Academic experience] Haskell, C++, PostgreSQL, SQL3, Oracle, Java, CORBA, Assembler and Prolog.

References:

James Murray

Gamesys Limited, 10 Piccadilly, London, W1J 0DD. Tel:020 7478 8100

HR Director

Orbis Technology, 414 Chiswick High Road, London W4 5TF, United Kingdom. Tel: 020 8742 1600

Other requests / programming examples available on request