

Steve Meredith

Hello, I'm Steve. A UI designer and front-end developer based in Leeds.

Front-end development is my absolute passion and I love every aspect of it. When I'm not at work, I keep myself entertained by working on my own projects and experiments.

I eagerly keep up-to-date with the latest technologies. I'm currently fascinated by WebGL and have experience working with both Three.js and Microsoft's BabylonJS. I also have experience working with React and Redux and would like to work closer with these frameworks in the future.

EXPERIENCE

Virtual College — Sep 2012 - Present

I currently work as part of an agile scrum team at Virtual College in Ilkley, where I lead the UI design and front-end development of the company's applications and websites. Some of my main responsibilities and achievements at Virtual College have been:

- Establishing UX and UI Design as the first stage of all web application development and championing a user-experience-focused approach to application development.
- Leading the team to develop clean, well-executed design concepts, rapidly producing low- and high- fidelity prototypes to effectively communicate interaction and design ideas.
- Liaising with product owners, executive-level stakeholders and customers to establish business requirements.
- Setting a new standard for front-end development across the company by championing the use of the CSS preprocessor Sass and the methodology BEM.
- Producing a pattern library with React to set a new standard of consistency for UI development.

Pace Commerce — June 2011 - Sep 2012

At Pace Commerce I worked as the senior website designer working with other developers to create web applications, eCommerce websites, and Wordpress blogs for customers such as Your Move and The Car People.

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Full UK Driving Licence

DEVELOPMENT SKILLS

- HTML5
- CSS & SCSS
- Javascript
- React & Redux
- Three.js & BabylonJS
- Knockout.js
- Handlebars.js
- Git
- Webpack
- Gulp
- Node.js
- Express
- MongoDB & Mongoose
- npm & yarn
- Razor C# Syntax
- Shopify & Liquid Templating

DESIGN SKILLS

- Establishing red routes and facilitating user testing sessions.
- Creating rapid paper prototypes to demonstrate new concepts.
- Using Axure RP Pro and Balsamiq Mockup to create interactive wireframes.
- Using Adobe CC and Sketch to create visual mockups, style guides, and production-ready assets.
- Producing 3D assets using Autodesk 3DS Max or Maya.

BreamTeam and Nanthir – Aug 2008 - May 2011

During this period I primarily contracted for two UK-based agencies: Bream Team, based in Kent, and Nanthir LTD, based in Powys, producing website designs for local businesses, as well as some work for Charlton Athletic FC and Electronic Arts.

RECENT PROJECTS

Safeguarding Children Timeline

<http://www.virtual-college.co.uk/safeguarding-children-timeline/>

An interactive timeline covering the history of child protection in the UK beginning in the 17th century. For this project, I was responsible for the front-end development, design and 3D asset production.

The project was built using Microsoft's WebGL library BabylonJS and it is featured on the BabylonJS homepage. The 3D assets were created using Autodesk 3DS Max and Adobe Photoshop.

Virtual College Website

<https://www.virtual-college.co.uk/>

I recently lead the redesign of the main Virtual College website. It wasn't possible for the marketing team to update the content on the old site and all changes to content required developer intervention. With this in mind the UI elements on the website were broken down into standardised components that could be composited by the marketing team. This approach has proven flexible enough for the marketeers to make content changes without compromising the consistency of the UI.

3D CSS Bouncy Castle Experiment – CodePen

<https://codepen.io/steveeeie/pen/aEqZaz>

An animated 3D bouncy castle created with just HTML and CSS. I started this experiment as a means to stress test the capabilities of the transform property in CSS.