

# Cameron Ben Isaac Brown

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I value efficiency above all things - I try to be succinct, effective and mindful at all times. I accept that mistakes are part of the learning process, so rather than being discouraged by them, I find them to enthuse my creativity. Of course, in the light of perfection, all things are mistakes - this way of thinking allows me to pursue self improvement without bounds.

## Skills

For a full and maintained list of skills, see my linkedin profile [linkedin.com/pub/cameron-brown/73/743/468](https://www.linkedin.com/pub/cameron-brown/73/743/468)

### Problem Solving

I'm proficient in both logical and lateral thinking, and can switch between them depending on the nature of the problem at hand.

For me, problem solving is not just about fixing what's broken - it's also about refining and simplifying what already works, analysing the current solution, refactoring to account for potential problems, and making generalisations in order to simplify the problem itself.

### Leadership

I see the "leadership" role as the unifier of the group: instead of forcing people in a direction (leading them) the aim is to join them under a common goal. A leader will succeed if he delegates tasks and sets individual goals, but for it to be enjoyable he must let them delegate their own tasks and set goals for the group. This way a higher level of engagement and quality of work is achieved.

### Programming

I have experience with various programming and scripting languages, in order of proficiency and preference:

I have a great deal of experience with object oriented and event driven programming, as well as the universal concepts such as inheritance, maintaining scope, regex and recursion.

1. Python
2. JavaScript
3. PHP
4. Bash
5. SQL
6. ActionScript
7. Java

### Designing For The Web

I'm familiar with many web oriented formats and languages, including HTML(5), CSS, JSON, XML and XPath.

I can effectively use resources such as GitHub and StackOverflow to avoid "re-inventing the wheel", and am a keen advocate of agile development methodologies, especially when developing for the web.

## Education

### Degree

2011 - 2014

University of the West of England

**Web Design BSc (Hons.) (G452)**

Second-class honours, upper division

### Higher Education

2004 - 2011

Devonport High School for Boys

**Advanced Level**

Computing - B

Mathematics - B

Physics - B

**GCSE**

2A\* 3A 2B 3C

## Work

### Professional Projects

I worked for [Strategy Com Inc.](#) for two years, one as a contractor, one as an employee. While working for Strategy Com I was responsible for the back and front-end functionality of all the websites and other digital projects. We primarily used the [Sonata Project](#), built on the [Symfony Framework](#) for PHP, which uses a detailed MVC setup, along with [Composer](#) for third party software.

## Strategy Com

### *The Strategy Website*

The main difficulty in this project was the design constraints, which needed to work on all devices, have complex interactive elements, and use animation and transitions. The JS and CSS solutions implemented give a reasonably consistent interaction over varying screen sizes and orientations, as well as using imagery and animation only when beneficial.

## For All Our Wellbeing

### *A user oriented content system for a health organisation*

Much of the system is behind a user login, it re-works the security features in Sonata to give users and groups access to different levels of content, and to catalogue that content in a 'briefcase' for quick reference. The interface uses the Foundation CSS&JS framework for optimal use over all devices for a grid-based design.

## W12 Conference App

### *A scheduling app for Android and iOS*

Using [Cordova](#), [Ionic](#) & [Angular](#), this is the first App I've published, and only the second I made. It uses [Taffy DB](#) to create an offline database, and uses Sonata on the back end to deliver an extremely liberal API, using the form:

`/table/field=filter&linked_object.field>123/field=ASC&linked_object.field=DESC/linked_object=eager/`

## Personal Projects

All URLs mentioned are subdomains of [oversword.co.uk](#)

### **HTMA** [htma](#).

#### *An indentation based abbreviation of HTML*

Hyper Text Mark-up Abbreviation is a way of simplifying HTML and the common structures we tend to build, such as tabs and forms. The system relies on indentation instead of closure to nest elements, and allows liberal, even JSON-like attribute definitions.

### **Neural Simulation** [neural](#).

#### *A neural net creator and generator*

A JavaScript based application for creating and visualising neural nets, the neurons were designed so that mathematical algorithms could be performed on integers. Use the edit tab (pencil icon) to see pre-made functions, use the random tab to try to generate a net which matches a set of inputs and outputs.

### **Hey** [hey](#).

#### *A trans-script coding platform*

The aim of this project is to allow people to code with nothing more than pseudo-code. That is, to raise programming languages to such a high level that they are indistinguishable from natural language

[See all projects at oversword.co.uk](#)

## Interests

I consider myself a reasonably well rounded person, taking interest in nature and technology, the arts and the sciences, in equal measure.

I enjoy myself most when working with a new technology, most recently I've developed a linux based application for the [Leap Motion](#) controller, which allows the computer to recognise a user's hands in 3D. I also own a [Raspberry Pi](#) which I've set up as a LAN server, and written a program for the [PiGlow](#) which uses the lights to display system, memory and network load.

Programming is my passion because it combines limitless creativity with complex problem solving - it keeps my mind active while being physically productive.

Looking toward the future I'm fascinated by the way technology could become integrated with biology, and many of my personal projects explore this idea in some sense.

## References

Available upon request