

Location: E3, London (Zone 2)

Email: ryann.allahiq@gmail.com

Website: insightsurfer.net

Tel: 07873579436

Name: Ryann Al-Lahiq D.O.B. 20-2-1985

Education: [MA, BSc](#)

Nationality: British

Role: Contractor in Front-End & WordPress/CMS Development

Portfolio: insightsurfer.net

Core Skill Set

Proficient at hand coding *Semantic Responsive HTML5* & OOCSS/BEM SASS/LESS/CSS3 for:

- Front End Web Development and UI Assets for *SPA/PWA Microsites, Campaign Landing Pages* and compliant with [W3C](#) and [Web Accessibility Initiative \(WAI\)](#).
- Producing custom layouts & theming for *WordPress/White Label CMS's* from PSD/Sketch design assets with *Atomic Design* methodologies and highly Modular [OOCSS/BEM/DRY](#) conventions.
- Experienced in contributing to and maintaining bespoke *Responsive Frame works* such as [Susy](#) or the ever popular [Bootstrap](#) & [Foundation](#) Frameworks.
- Comfortable working in [Git Repositories](#) or using [Node](#) compilers such as [Grunt/Gulp/Webpack](#).
- Proficient at developing for [Mobile First / Progressive Enhancement / Graceful Degradation](#) contexts, and capable of using traditional jQuery or [modern JS/ES6+ methods](#) for DOM interactions.
- Familiar with Optimizing *UI/Websites* for *Cross Browser Compatibility (IE10/11/Edge Chrome, Firefox and Safari)* and across any number of Mobile/Tablet Viewports.

Commercial Experience To Date

Date: **March – July 2019** **Front End Developer Contract Role**

Company: [University of the Arts London](#)

Company Expertise UAL is a world Top 2 university for Art and Design according to the QS World University Rankings and Europe's largest specialist University for Art and Design.

Project Outline: Joined the Dev Team to refactor, improve mobile support, and fix UI/UX in component features based interpreted from the UAL Design System/[Atomic Design System](#). Worked with Digital Design Lead and Back End Developers for sign off and platform integration.

Skills Applied: Built out Web Components with [HTML5](#), [BEM SASS](#) inside a [Node.js](#) & [Gulp.js](#) workflow. Created functional, accessible and reusable UI with HTML5 & CSS. Emphasis on using [Vanilla JS](#) in place of jQuery methods. Used peer review, paired programming and mentoring developers in the use of Git where necessary. Site accessibility tools like [Axe](#) and [Site Improve](#) were also used to test against site compliance and possible accessibility issues. **References on request.**

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Date: October – December 2018 **Front End Developer Contract Role**

Company: [The Scouts Association](#)

Company Expertise: As Scouts we prepare young people with skills for life. Do more. Learn more. Be more.

Project Outline: Brought in to liaise with UX and Digital Designer's to build out a responsive [Pattern Library/Style Guide](#) that can be used/reused as the building blocks for a wider project based in [Vue.js](#).

Skills Applied: Set up a templating engine using [Nunjucks.js](#), tied in with the capability to output to static pages using [Node/Gulp.js](#). Marked up responsive HTML5 & SCSS components based on [BEM & Atomic Design methodologies](#). Built on and extended Bootstrap 4 classes wrapped with a custom namespace for rapid prototyping. Used CSS Grid fallbacks for E10/IE11 where necessary. Contributed to a Git repo for QA/Handover. **References on request.**

Date: October 2018 **Front End Developer Contract Role**

Company: [Cheil](#)

Company Expertise: A Digital Marketing & Advertising Agency

Project Outline: Joined the Dev Team to assist [Cheil's new website](#) build. Tasked with implementing remainder of design changes into Front End.

Skills Applied: Using a typical Git workflow based in node and gulp.js with [VS Code](#) as my local IDE. Used [Semantic HTML5](#) and [modern JS methods \(ES6+\)](#) for UI interaction where necessary. CSS3/SCSS methods implied knowledge and understanding of responsive conventions outside a CSS framework. **References on request.**

Date: June - July 2018 **Front End Developer Contract Role**

Company: [Scott Dunn](#)

Company Expertise: Award-winning Tailor-made Luxury Travel.

Project Outline: Brought into the dev team to assist the build out new [UI elements](#), semantic page template layouts and optimize Front End rendering for device and browser support.

Skills Applied: Exposure to rendering out UI elements via json feeds powered Handelbars.js. Standard Front End workflow based compiled from [Gulp.js](#), using [LESSCSS](#) with [BEM](#) classes and a focus on [atomically styled Web Components](#)/UI elements. [Git](#) and [Slack](#) used for sharing PR's and code reviews. **References on request.**

Date: March - June 2018 **Front End Developer Contract Role**

Company: [Rapha](#)

Company Expertise: The World's Finest Cycling Clothing and Accessories.

Project Outline: Joined the dev team effort for the launch of the new [Rapha.cc website](#). Liaised with PO's and of Dev Lead for feedback for the on-going snag list of fixes to features and locale's for MVP.

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Skills Applied: Exposure to a build connected to the [Hybris E-commerce platform](#). Gained experience with page layouts centered around the new '[CSS Grid display property](#)'. Workflow tools comprised of node.js Webpack & [ESLint](#). Working with a [BEM SASS methodology](#) & [HTML5](#). Worked between [Preact.js](#) and [JSP/TAG templates](#) for component fixes and layout tweaks. Used team working tools such as Jira, Git, and Slack for code reviews and pull request signoff. **References on request.**

Date: February - March 2018

Front End Developer Contract Role

Company: [Thisplace](#)

Company Expertise: Digital design and user experience studio that helps global brands build products & services for the digital economy.

Project Outline: Brought up to speed with their modular JS and [JSON fed templating system](#). The front-end development focused on supporting and maintaining a E-commerce client site. Our tested and approved changes were then pushed to the clients repo for integration into a [Hybris enterprise platform](#) at a later time.

Skills Applied: Used their bespoke Node & JS based powered templating system to compile out brand, themes and regions from our modular feature set build approach. Introduced and maintained new template partials with HTML5 & [LESS CSS & BEM](#). Emphasis on updating and improving styling inheritance and legacy browser support with [Bootstrap 3](#). **References on request.**

Date: October 2017 - February 2018

Front End Developer Contract Role

Company: [Immediate Media](#)

Company Expertise: The special interest content and platform company.

Project Outline: Joined the developer team working in agile sprints for ongoing maintenance, tech debt and bug fixes to client sites such as radiotimes.com and gardenersworld.com.

Skills Applied: Exposure to using the frontend friendly [PHP Twig templating engine](#) in a [Wordpress](#) context for marking up and theming mobile first [BEM](#) based [SASS components](#) with [HTML5](#). Workflow toolkit based in [Node.js](#), [Webpack](#), [Gulp.js](#) and strict linting with [ESLint](#). Emphasis on paired programming for stepping into new tickets for bug fixes and code reviews. Utilized collaborative tools such as with [Jira](#), [Slack](#) and [InVision](#). **References on request.**

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Date: August- October 2017

Front End Developer Contract Role

Company: [Willis Towers Watson](#)

Company Expertise: Willis Towers Watson is a leading global advisory, broking and solutions company that helps clients around the world turn risk into a path for growth.

Project Outline: Brought on to implement the frontend browser device and accessibility support for an internal risk management tool. The tool would be based the design patterns and principles of the WTW branding guidelines and features from stakeholder feedback gathered by the UX team.

Skills Applied: Rapidly prototyped screens and user scenarios were implemented with HTML5 & [Bootstrap 4](#), with [BEM & SASS](#) for maintaining the themed component library. Used [Node.js](#) and [Gulp.js](#) task runner workflow for browser support and distribution packaging. Emphasis on *IE11 support* and extending CSS3 as far as possible marked up and themed components could be handed over for an [Angular.JS](#) based solution. **References on request.**

Date: June - July 2017

Front End Developer Contract Role

Company: [Spacebar Media](#)

Company Expertise: We dream, develop and market really awesome games for our customers and have a great time doing it.

Project Outline: Rejoined the Dev and Design/UX Team to build out a new skin for a White Label product. Tasked with skinning the *Responsive Desktop/Mobile* sites.

Skills Applied: Work flow this time around was based in [Node Package Manager](#), [Gulp.js](#) and [Bower](#). Introduced and implemented the use of [SASS Placeholders](#) for common layout components analyzed from the Sketch/[Marvel App](#) designs. Favored [BEM Methodology](#) for grouped selectors where *HTML5 Markup* could not be unified. Layout and *Mobile/Tablet Breakpoints* based on [Foundation's](#) standard. Commits to repo made with [GitBash/Git](#). **References on request.**

Date: January - June 2017 **Front End Developer Contract Role**

Company: [HCL Technologies](#)

Company Expertise: Software, Technical & Global Core IT Solution Providers.

Project Outline: Worked onsite at [Deutsche Bank](#) in Frankfurt Germany with Dev Team, focused on delivering a [Robo Advisor App](#) built with [React.js](#) to support desktop and tablet browser compliance.

Skills Applied: Using a base [Bootstrap Grid](#) for Layout and [LESS/CSS3](#) to style out screen UX/UI. Conforming component markup to *HTML5 standard*. Basing identified [UI components](#) loosely on [Material UI](#) standards for *intuitive interaction*. Refactoring component styling/markup where needed. Liaising with React developers for functional specification and Testing Team for bugs and defects. Commits via [Feature Branches](#) and peer reviewed pull requests. Front End toolkit based in [Webpack/Yarn/NPM](#) & [Git Bash](#). **References on request.**

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Date: October - December 2016 **Front End Developer Contract Role**

Company: [Spacebar Media](#)

Company Expertise: We dream, develop and market really awesome games for our customers and have a great time doing it.

Project Outline: Joined the Dev and Design Team to build out a new skin for a White Label product. Tasked with skinning the *Responsive Desktop/Mobile* sites as well as the bingo game client for GiveBackBingo.com. Main prerequisite was keep the *HTML5* markup structure 'as is'.

Skills Applied: Interpreted 'The Skin' in *Sketch* and introduced the use of *SASS placeholders* to grouped selectors using [BEM Methodology](#) as an approach to skinning for this project. Differing to marking up modular *HTML5* components would have been unusable as markup structure varied considerably. Used existing [Foundation](#) grid where necessary and writing my own utilities where needed. Commits done with [SVN](#). **References on request.**

Date: September - October 2016 **Front End Developer Contract Role**

Company: [Wardour](#)

Company Expertise: A marketing and communications agency with content at our heart.

Project Outline: Brought on board to develop and code up a bespoke prototype User Experience for an ongoing client project. Liaised with the Tech Lead and the Dev Team on nailing down deliverables for the prototype. Emphasis on touch device support and tablet breakpoints.

Skills Applied: [Git/Git Bash](#) [Node.js](#) and [Gulp.js](#) & *SASS* toolset for workflow. Introduced [Bootstrap](#) to the Frontend with [Bower.js](#) for more a more maintainable *HTML5* stack over the existing codebase. Integrated *jQuery* 'if / else statements' approach to adapt UI to the progress of User Experience. **References on request.**

Date: May - August 2016 **Front End Developer Contract Role**

Company: [Propoly](#)

Company Expertise: Propoly connects Landlords and Tenants.

Project Outline: Joined this startup property rental platform to assist in the Front end development of UI/UX user journeys and re-branding, bringing it to an initial private beta launch.

Skills Applied: Working with the Backend Ruby development team to reproduce re-branded layouts using a *Ruby SASS* compiler and the [Foundation framework](#) for complete device support and rapid layout prototyping. Applying *jQuery* for component customization and committing branches to [Git Lab](#) ready for handover to QA. **References on request.**

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Date: May 2016 **Front End Developer Contract Role**

Company: [Spring Studios](#)

Company Expertise: Spring offers a complete end-to-end content, event, production and post-production service.

Project Outline: Brought in to join their design and UX team to rapidly prototype a master template set of components for their client Louis Vuitton. As part of a two-man Front End team we took point from the product owner on deliverables.

Skills Applied: To rapidly deliver a responsive site with solid device support we used the [Buzzfeed's responsive css framework](#). Dividing up the work and designs from Sketch and sorting them into responsive/mobile ready components. Our workflow was built around *Git*, *Node.js Grunt*, *Bower*, using bespoke JavaScript and jQuery sparingly, whilst markup and layout were handled with *HTML5* & *SASS*.

References on request.

Date: April 2016 **Front End Developer Contract Role**

Company: [Qubit](#)

Company Expertise: Qubit offers a blank canvas for businesses to deliver their big ideas. Whether it's acting on data science or creating highly targeted personalizations, we fuel innovation and ensure marketers are able to meet the demands of today's consumer.

Project Outline: Brought in to assist in rolling out new bespoke themed and interactive pages based on their [prospective client work](#) for their *Drupal CMS*.

Skills Applied: Interpreting designs and styling out *HTML5* and *CSS3* coupled with *parallax interaction* animation (on scroll) using the lightweight [wow.js](#) library for *timed animations*. Liaised with back end developers to setup a local virtual environment. *Git* and *Sublime* were used as part of our workflow.

References on request.

Date: March 2016 **Front End Developer Contract Role**

Company: [Bisqit](#)

Company Expertise: An international branding and design business. We help companies compete and communicate successfully. We do this with our thinking, our strategies and our expertise.

Project Outline: Joined the Design team to markup new assets and produce new front end functionality for the run up to the relaunch of [CommittedToCure.org](#).

Skills Applied: Worked with Gulp & SASS to build out new page layouts to work alongside the existing Joomla CMS Bootstrap structure. Worked closely with the designers and PMs to make sure the UX and layouts matched the wireframes. jQuery library used to achieve accordion functionality. Updated markup and styles for staging were pushed to *Git*. **References on request.**

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Date: February - March 2016 Front End Developer Contract Role

Company: [PwC](#)

Company Expertise: Building relationships, creating value.

Project Outline: Brought on to join the Back End Drupal team to build out mobile first Front End components for their Engage project.

Skills Applied: Using Grunt with SASS based on Bootstrap in a BEM methodology. Emphasis on using placeholders to create standalone themeable components for their component library. Theming Drupal Entity Forms required a local Vagrant environment. Code reviews done with the Lead Front End Developers and UX specification brief with the onsite designers. Final working components were pushed to Git and submitted as a pull request. **References on request.**

Date: October - December 2015 Front End Developer Contract Role

Company: [Not On The High Street](#)

Company Expertise Unique Gift Ideas and Personalized Gifts.

Project Outline: Brought in to hit the ground running with the CRM and Creative Team. Tasked with developing responsive Email layouts using [NOTHS](#) bespoke [Node.js](#) based templating system. The Black Friday, Christmas and New Year period typically involve a great deal of unique one-off promotional content. Experience in *Agile Development* and planning around tight delivery deadlines proved invaluable here.

Skills Applied: Exposure to creating layouts with the [Handlebars.js Framework](#). Architecting fundamental layout content with the linked *JSON* file. Campaigns were *tested on* [Litmus](#) before pushing to the [Bronto CRM platform](#). *Git command line* was used to back up the repository of campaigns. **References on request.**

Date: September - October 2015 Front End Developer Contract Role

Company: [Matches Fashion](#)

Company Expertise: Designer Clothing, Women's and Men's Luxury Designer Clothes.

Project Outline: Covering for a developer on the CRM Team and maintaining day-to-day/week-to-week campaign volume. I liaised with the CRM Team to generate *mobile first* responsive layouts for this period.

Skills Applied: CSS3 and knowledge of table markup for selecting and optimizing responsive templates for each campaign. Media queries were used for desktop/mobile friendly client rendering. Exposure to Matches Fashion's newer email platform [Sailthru](#) allowed for dynamic product, price and image links. **References on request.**

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Date: June - August 2015 Front End Developer Contract Role

Company: [GameAccount Network](#)

Company Expertise: GameAccount Network - Delivering your Business Online.

Project Outline: To maintain, *reskin* and *optimize* a number of GameAccount Network's Casino based clientele. Experience in [JSP](#) templating frameworks and Responsive SASS based layouts were a crucial to fit working along side the Front End Development Team.

Skills Applied: Became versed in pushing content across from *Local* to *Dev* to *Alpha* environments via [Jira](#) assigned tasks and tickets. Utilised [Node.js](#) based *Development Tools* such as *Grunt* for compiling [SASS](#) and *JS* to build out *HTML5* content and from *Design Assets*. Used [TortoiseHg](#) to commit code back to the main Dev branch. **References on request.**

Date: March - June 2015 Front End Developer Contract Role

Company: [Dennis Publishing](#)

Company Expertise: Dennis Publishing is a dynamic 21st century media company that values its people above all else.

Project Outline: Brought into the Dennis Digital Team to revamp (skin and theme) the [BuyaCar.co.uk](#) website. The BuyaCar platform sits on a legacy *JSP* templating system, so being brought up to speed by their Java Developer on how the pages layouts were populated gave clear context for my Front-End skill set to assess how best to retheme the site.

Skills Applied: Gained exposure to [Kanban development](#). Used team working tools such as [Slack](#) and [Fogbugz](#) to alert PM's on development targets reached. Used [Koala Sass Compiler](#) to for local builds of the new theme PSD's. [Source Tree](#) was used to commit changes daily and updates to [Github](#). *IE9+* compatibility achieved using [Browser Stack](#) testing. **References on request.**

Date: March 2015 - Front End Developer Contract Role

Company: [Ready To Air](#)

Company Expertise: Ready to Air specializes in securely streaming video content to the world's media.

Project Outline: Optimizing a proprietary video stream platform for responsive applications in the run up for a soft launch. Worked with the Ready To Air team in auditing the initial platforms *Front End* look and feel in order to build out an initial specification. Having firm grasp of *Responsive Development* in SASS was crucial to successful delivery.

Skills Applied: Hand coding CSS/SASS in *Sublime*. Working with the onsite a backend developer to set up a local version of their Ruby CMS. Adopted a [Shame CSS](#) methodology to manage the the *Agile* day to day delivery requirements. Knowledge of *HTML stacking structure* in context of page layouts to address [Bootstrap breakpoints](#) and apply optimizations in a timely manner. **References on request.**

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Date: February 2015 - Front End Developer Contract Role

Company: [Moving Brands](#)

Company Expertise: an independent, global creative company

Project Outline: To develop eight *Responsive Email Templates* for a Moving Brands Client. Working with Designers and another Developer to interpret an implementation route for maximum 'live text' whilst preserving Design and Branding for delivery.

Skills Applied: Using the [Campaign Monitor](#) platform as a benchmark for accurate Web/Desktop/Responsive Email Client rendering. Templates were coded up using fluid *HTML & CSS* layout techniques where *CSS3 Media Queries* wouldn't typically be supported. **References on request.**

Date: October – December 2014 - Front End Developer Contract Role

Company: [Tesco \(F&F\)](#)

Company Expertise: Shop Online for the Latest Fashions and Styles

Project Outline: Working on the Tesco/F&F Clothing Front-end-development team for the run up to Black Friday and Xmas/New Year period. Typical Page builds covered Homepage/Womens Wear/Mens Wear/Kids Wear/Editorials as well as Header/Footer/Nav fixes depending on ticket scheduling via [Asana](#) (Teamwork without email).

Skills Applied: Exposure to Asana ticketing system as a means to get sign-off and feedback from the Design, Trading and Copywriter Teams. Maintaining page build quality with hand coded HTML5 & CSS3, as well as keeping backup continuity between Staging and Live site publishing. **References on request.**

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More details on my contract experience available at my portfolio @ <http://insightsurfer.net>

Date: August – October 2014 - Front End Developer Contract Role Company: [Hearst Magazines UK](#)

Date: June– July 2014 - Front End Developer Contract Role Company: [Blood, Sweat & Tears \(BS&T\)](#)

Date: March - June 2014 - Front End Developer Contract Role Company: [Matches Fashion](#)

Date: Jan - Feb 2014 - Front End Developer Contract Role Company: [Blood, Sweat & Tears \(BS&T\)](#)

Date: Sept - Nov 2013 - Front End Developer Contract Role Company: [Molton Brown](#)

Date: June - Sept 2013 - Front End Developer Contract Role Company: [Marks & Spencer](#)

Date: May 2013 - Front End Developer Contract Role Company: [Grey Healthcare Group](#)

Date: Mar 2013 - Front End Developer Contract Role Company: [Nitrogen - A Huntsworth Health Company](#)

Date: Mar 2013 - Front End Word Press Developer Contract Role Company: [Parker-Fitzgerald](#)

Date: Feb 2013 - Front End Developer Contract Role Company: [Think Publishing](#)

Date: Dec - Jan 2013 - Front End Developer Contract Role Company: [River Island](#)

Date: Dec 2012 - Front End Developer Contract Role Company: [Imagination](#)

Date: Dec 2012 - Front End/Wordpress Developer Contract Role Company: [OutfitCreate](#)

Date: Nov 2012 - Front End Developer Contract Role Company: [Karmarama](#)

Date: Nov 2012 - Front End Developer Contract Role Company: [The Good Agency](#)

Date: Sept 2012- Front End Developer Contract Role Company: [Pokerstars](#)

Date: Sept 2012 - Front End Developer Contract Role Company: [Dewynters](#)

Date: Aug 2012 - Front End Developer Contract Role Company: [Band Stand](#)

Date: May 2012 - Front End Developer Contract Role Company: [Pearson](#)

Date: May 2012 - Front End/Wordpress Developer Contract Role Company: [Billington Cartmell](#)

Date: April 2012 - Front End Developer Contract Role Company: [Bureau for Visual Affairs](#)

Date: March 2012 - Front End Developer Contract Role Company: [Neutral](#)

Date: Feb 2012 - Junior Front End Developer Contract Role Company: [Merchant Cantos](#)

Date: Nov – Feb 2012 - Junior Front End Contract Role Company: [iProspermedia](#)

Date: Feb – Aug 2011 - Junior Front End Developer Contract Role Company: [Governor Technology](#)

Date: Jan – Feb 2011 WordPress Freelance Project Website: <http://kevinearly.com/>

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Date: Dec 2010 - **Junior Front End Developer Contract Role** Company: [World Trade Group \(WTG\)](#)

Date: Oct 2010 - **Design Researcher Contract Role** Company: [JWT \(J Walter Thompson\)](#)

Date: July-August 2010 - **Junior Front End Developer Contract Role** Company: [DigitalSnowball](#)

N.B. Went in for 1 year full time Masters at London Metropolitan University in Sept 2009 to Sept 2010

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Education

2009-Sept-2010 Graduate of **MA in Digital Media** at [London Metropolitan University](#). Dissertation Research into the viability of online new revenue streams and business models for Musicians Bands and Self-Produced Artists.

2006-2008 A Graduate in **BSc Multimedia Computing** from [University of Plymouth](#).

2004-2006** [PGFE/City College Plymouth](#): Foundation Degree in Business and ICT.

2001-2003 [St Christopher's - A British-Style School in Bahrain](#). A-levels in: ICT, Geography, General Studies and AS Level: Economics.

Volunteer work: Date: June 2005 – August 2005

Description: Whilst studying my Undergraduate Degree in BSc Multimedia Computing, I opted for a summer of volunteer work experience at a non-profit summer camp called Camp Mitton (Placed via CampAmerica.co.uk).

About the Program: The program focused on setting up an annual summer camp program for disadvantaged inner kids living Boston and the Tri-state area who might not otherwise get a chance to go to summer camp and experience the range of activities and life skills on offer.

Responsibilities & Duties: My volunteer placement landed me as a Camp Counselor outside the scheduled day to day activity program, which would involved getting the kids up in the morning, getting them down to meals and getting them ready for the day events ahead. During the days scheduled activities I then stepped into the role as placed as an Assistant Program Coordinator for one of the many workshops being run at the camp. The workshop role entailed teaching groups of kids age 9-14 to use a computer, which for some of them, was their first change to get to do so. As the program progressed we simply focused on keeping the context of the activities fun and engaging. For example, during each session whilst supervised, the kids were given a creative activity to do. This typically involved going outside exploring and studying the shapes of the surrounding plants, trees foliage or insets then snapping them up with the supplied point and shoot camera then make their findings into a collage on Adobe Photoshop Elements. Emphasis was placed on fun, working with others and active learning rather than requiring the kids to fully complete any one project.