

Alex Prokop – CV

ADDRESS

Rua da Bica 30 R/C Esq, 2820-142 Charneca de Caparica, Portugal
Tel: +44 (0)7870 381 794
E-Mail: alex@baseten.co.uk

SKILLS

Experienced working with Agile Methodologies (Scrum, Kanban) and TDD

Languages

Typescript / Javascript (ES6, React, Next.js, Redux, Redux-Saga, Ramda, RxJS, Three.js, PIXI.js, D3, Apollo, GraphQL, Jest, React Testing Library, Enzyme, Cypress, Node.js, Express, MongoDB)

HTML5 and CSS3 (Styled Components, Emotion, PostCSS, SASS, BEM, ITCSS, Responsive)

WebGL and GLSL (Including solid understanding of Maths / Physics for 3D Graphics)

Unity (C#)

Flutter (Dart, BLoC, RxDart, Redux, Scoped Model, Integration and Widget testing)

PHP / MySQL (Laravel, Zend Framework, Doctrine)

Processing (Java, Toxiclibs)

I have some experience with:

C/C++, openFrameworks, OpenGL

Arduino and Raspberry Pi

Tools

Webpack, Rollup, Storybook, Lerna, NX, Prettier, ESLint, GIT

Software

JetBrains IntelliJ / PHPStorm / WebStorm / Rider

GitHub Projects, Jira, Trello, Slack, Asana, Basecamp, Redmine

Figma, Sketch, Adobe Photoshop, After Effects, InDesign and Illustrator

EMPLOYMENT HISTORY

May 2022 – present

Senior Game Engineer — Playco

Game development for HTML5 Instant Games, both via social media platforms, including LINE and Meta, and the open web. Primarily I work with PIXIJS and TypeScript. I worked on several titles including Thug Life and Kaito Message before becoming a member of the PIXIJS core team (PIXIJS being maintained by Playco since they acquired Goodboy Digital in 2021). Since joining the PIXIJS team I built our open source custom Storybook renderer and am the lead maintainer of our custom React Renderer, taking over a third party open source library from the original author. I've updated the library to support the latest versions of PIXI and React, ported the code to Typescript and added numerous additional features including an attach API inspired by React Three Fiber. I'm currently wrapping our PIXI UI component and layout libraries to be usable in React.

July 2019 – May 2022

Staff Frontend Engineer and Cycle Lead — Close

React and Backbone (legacy codebase) development for SaaS CRM product. We used Jest with React Testing Library for unit testing and Cypress for integration testing. Close is a fully remote distributed team utilising Basecamp's Cycles project management methodology as popularised by the book Shape Up. As a Cycle Lead, I was responsible for spec'ing out projects; writing and prioritising technical issues; managing the team, ensuring timely delivery of features and running a retrospective at project completion. I took the lead in refactoring and rewriting the core legacy Backbone code in React, adding full test coverage to avoid regressions and generally improving Backbone / React interoperability. A blog post I wrote on testing best practices when porting components between UI frameworks was publicised by Kent C. Dodds: <https://making.close.com/posts/reactizing-a-complex-backbone-view>

October 2018 – June 2019

Lead Front End / Mobile Engineer — Pest Pulse

Software development for IOT pest control company: Responsive React/Redux application development and SVG/D3 data visualization with large datasets for the customer portal; Flutter cross platform mobile application development for the technician app. As Lead Front End Engineer I was responsible for managing a remote distributed team, breaking down product specs into technical user stories and prioritising tasks, sprint planning and running retrospectives.

June 2018 – September 2018

Freelance Senior Front End Developer — Fathom London

Retail data analysis React application development with SVG/D3 data visualisation for **AlixPartners**

January 2018 – June 2018

Freelance Lead Front End Developer — Sublime Binary

Responsive React/Redux application development for audio/loop generation for music production

July 2014 – November 2018

Director / Lead Developer — Alkaline

Alongside freelancing, I ran a small studio working on a wide range of digital projects, from web application development, data visualisation, WebGL interactive work and HTML5 games to interactive installations and physical pieces using technologies including Arduino, Raspberry Pi, Processing and openFrameworks. We started the studio after being selected for membership at the **Barbican's** digital art and design incubator **Fish Island Labs**. Significant projects include: Data visualisation for the **Tate Sensorium** exhibition at **Tate Britain** with **Flying Object**; an interactive installation for the **Web We Want Festival 2014** at **Southbank Centre**; data visualisation for a web-based compliance application for **KPMG** and a crowd-funding browser plugin for **Cancer Research UK**.

August 2016 – September 2016

Freelance Interactive Developer — Make Us Proud

Interactive WebVR experience for promotional campaign for **Canon** using WebGL and Three.js.

January 2016 – June 2016

Freelance Senior Javascript Developer — UBS

Javascript application and data visualization development for a client facing financial web application built using React / Redux and D3.

September 2015 – December 2015

Freelance Creative Technologist — Toaster, Google

Front end development for several promotional **Google** sites including **Taiwan Elections 2016** and **Taiwan Google Play Town** using Polymer and Closure library.

August 2015 – September 2015

Freelance Senior Front End Developer — AKQA

Backbone.js application development for a US car locator for **Volvo**.

June 2015 – August 2015

Freelance Interactive Developer — Make Us Proud

Game development for the marketing campaign for **Mission Impossible 5** using WebGL, Three.js and Cannon.js physics engine.

May 2015 – June 2015

Freelance Senior Front End Developer — Mastered

Angular.js application development for Mastered's online fashion classes.

March 2015

Freelance Creative Technologist — Toaster, Google

Brand Hack prototype development for brands including **Ford**, **Pantene** and **Ponds** using technologies including HTML5, Canvas, WebGL, WebRTC, Three.js, PIXI.js and Box2D.

March 2015 – May 2015

Freelance Interactive Developer — Guardian Labs

Interactive HTML5 animation development with Canvas and PIXI.js for **GlaxoSmithKline**.

February 2014 – July 2014

Freelance HTML5 Developer — Fathom London

User interface and data visualisation development for financial applications for clients including **Deutsche Bank, Tradeweb** and **KPMG**.

October 2013 – December 2013

Freelance Senior Developer — Think Jam

Game development in Flash for the theatrical release of **Grudge Match** for **Warner Bros**. Responsive promotional website in HTML5 for the theatrical release of **The Book Thief** for **20th Century Fox**. Project scoping for internal campaign analytics tool for **Think Jam**.

September 2013 – October 2013

Freelance Creative Technologist — Toaster, Google

Google Maps web application for the launch of the new **Toyota Prius** in Japan.

May 2013 – August 2013

Freelance Senior Developer — We Are Hive

Responsive US promotional website for the launch of the new **Google Nexus 7** - Desktop / iPad / Mobile. Responsive global promotional website for **Société Générale** in HTML5 for Desktop / iPad / Mobile.

March 2013 – May 2013

Freelance Senior Developer — Think Jam

Game development in HTML5 Canvas for the theatrical release of **Hangover III** for **Warner Bros**.

October 2012 – March 2013

Freelance Senior Developer — Eight Inc

Responsive global website for **Eight Inc** in HTML5 for Desktop / iPad / Mobile including bespoke CMS built in PHP/MySQL. iPhone application prototyping in HTML5 for **Citibank**.

August 2012 – October 2012

Freelance HTML5 Developer — initforthe

Game development in HTML5 Canvas for **Lynx Attract**.

May 2011 – August 2012

Lead Developer — Think Jam

As the Tech Lead of a small team I was involved in projects from conception to launch. I worked with technologies including AS3, HTML5, Javascript, PHP and MySQL. Clients included **Warner Bros, J.K. Rowling, 20th Century Fox, Universal, Hanway** and **Corbis**.

August 2010 – May 2011

Front End Developer — BD Network

AS3 and Front End Developer working on projects for clients including **Nintendo, Coke, Molson Coors, Heinz, Cineworld** and **Whiskas**.

April 2006 – August 2010

Freelance Developer

Notable clients include: **M&S, Lloyds Bank, Aviva, The British Council, GenoMEL, RTC Yorkshire** and **Balfour Beatty**, using technologies including AS3 (Flash/Flex), HTML, CSS and PHP/MySQL.

October 2005 – October 2009

Senior Learning Officer — Leeds Metropolitan University

I worked here part time as a Mac technician supporting and teaching students in the use of creative applications for Design and Moving Image production.

ACADEMIC HISTORY

2001 – 2005

Leeds Metropolitan University, Calverley Street, Leeds, LS1 3HE

Tel: Graphic Arts & Design: 0113 812 1864

MA Graphic Arts & Design – Merit

BA (Hons) Graphic Arts & Design – 2.1

2000 / 2001

Wimbledon School of Art, Terry Bruen Building, Palmerston Road, London, SW19 1PB

Tel: 020 8408 5030

BTEC Diploma in Foundation Studies (Art & Design) – Merit

1991 – 2000

Whitgift School, Haling Park, South Croydon, CR2 6YT

Tel: 020 8688 9222

A-Levels: Art (A), Design/Technology (A), Maths (A), AS-Level: Further Maths (B)

GCSEs: 10 (A*), 2 (A)

ACHIEVEMENTS

Member of PixiJS core team since 2022

Testing Best Practices blog post publicised by Kent C. Dodds, December 2020:

<https://making.close.com/posts/reactizing-a-complex-backbone-view>

Lead Front End Engineer for Pest Pulse acquired by ServiceMaster in 2019

Sole WebVR Developer for immersive virtual reality experience for Canon, exhibited at Photokina 2016

Data Visualisation Developer for Tate Sensorium by Flying Object, winner of the Exhibition category in the Design Week Awards 2016

Selected for membership in July 2014 to the Barbican's digital art incubator 'Fish Island Labs'.

Accepted into the dev program for Leap Motion in December 2012, receiving an early access device.

Lead Developer for The Dark Knight Rises - UK promotional campaign, built in WebGL / Three.js.

Global first for use of WebGL in film promotion. Shortlisted in the Media & Entertainment category at The Digitals Awards 2013. Highly Commended in the UK Online Campaign of the Year at the 2012 Screen Awards.

Lead Developer for J.K. Rowling's website (www.jkrowling.com) launched April 2012.

Lead Developer for the international website for Sherlock Holmes 2: A Game of Shadows (www.sherlockholmes2.com) awarded IAC Outstanding Website 2012.

Lead Developer for the website for A Dangerous Method (the-dream-institute.com) awarded IAC Best Movie Website 2012.

Front End Developer for What do Heinz Beanz mean to you? campaign

(www.beanzmeanz.com.au) awarded Best International Campaign 2011 at The Best Awards, awarded Bronze at the 2011 ADMA awards.

Sole Developer on a touch screen product catalogue in Flash for Nintendo, which rolled out across UK retail stores in early 2011.

Member of the design team for "Light Neville Street" a £4.6 million collaborative public art project for Leeds City Council and Yorkshire Forward completed in 2009, where I worked under Andy Edwards with Bauman Lyons and Ove Arup.

Exhibited at the 2004 D&AD: New Blood conference at Old Billingsgate market.