

ABOUT ME

Suffolk born & bred, I'm a coder from an art background. Having made art since I could hold a crayon, at age 10 my parents bought a ZX81 from a jumble sale and I started to learn Sinclair BASIC. Copying code from magazines led to discovery of assembly language, logic gates and I got a grounding in how computers think.

I've lived art & code since. I went from a **BTEC Fine Art Foundation** to a **Modelmaking HND** but modelmaking was dying, replaced by CGI. Back to computers, I landed my first **Web Design** job at a small boutique agency – a baptism of fire, left alone to deal with clients while I built sites in **DreamWeaver** & **Flash**. I was invited to join **The Creative Team** at **Essex Radio HQ** and moved to **Southend-on-Sea**, my stepping-stone towards London.

2000-2010

Kicked off in **London** at dot-com startup **Yava**, a network of media kiosks. I was hired to build UIs and games, but the kiosk hardware interfaced via **JScript**. None of us knew how to do that, but as the most code-inclined team member I took on the role. My transition from 'designer' to 'developer' really began here.

Next I freelanced as a **Flash ActionScript** (cousin of **JavaScript**) dev at **Soho** agencies. I built games, interactives and websites for household name clients, and started to work with back-end tech like **PHP**, **ASP.NET**, **Perl** & **SQL**.

Project Highlights where I was Solo dev [alongside a Design Team]

- Full stack dev on **Heinz tinytums**, a **user-generated-content site** aimed at new mums
- Coded **Around the World in 80 Kicks**: game for **BA's Rugby World Cup** sponsorship
- Made advanced **interactives** for **Bacardi's** famous **Liquid Figures** campaign
- Built animated sites for **Disney's National Treasure 2** and **Sony's Buzz! Junior: Jungle Party PS2 game**
- Developed **Celebrity Torture Chamber** game to market the **Saw III movie** (Lionsgate)
- Stayed for an extended contract on the dev team handling **Jaguar Cars's** global suite of localised sites
- Built a historical game for **The National Archives**, to publicise the digitisation of **The Domesday Book**
- For **20th Century Fox** built **Garfield Food Fight** game to accompany the **Garfield Gets Real movie**

2010-2020

Left the high-octane London agencies behind and moved to **Brighton**, veering back towards art. The coding never stopped, but now I was working with smaller businesses and solo entrepreneurs on all kinds of projects.

Project Examples

- Built **series of brain training apps** to help with skills like reading & concentration
- Converted **interactive e-learning materials** from **Flash** to modern **JS/CSS**
- Built & edited **small business sites** in **WordPress/Magento/Wix**
- Automated a **PDF production workflow** for a photographer using **PHP/FPDF**
- Built & maintained **charity web site** for **ALALA** (charity for children orphaned by natural disaster)
- Used **JS** to build a tool to **visualise cryptocurrency flows** between wallets & services
- Created a **positional audio** proof of concept using **C++/JUCE**
- Used **PhantomJS** to **automate a copy/paste workflow** with a **Google Analytics** scraper

NOW

I live and work semi off-grid from my caravan, currently pitched up on a sheep farm in **South Wales**. I'm solar-powered (with backup power sources). There are few distractions here – it's a fine place for getting work done.

I've been focused on my open source projects, identifying my own difficulties and annoyances, 'scratching my own itches' and using them as a stepladder to learn new tech:

- **auDav**, multi-platform Flutter audiobook player for DRM-free books stored on NextCloud & WebDAV
- Created a WordPress plugin to help artists/photographers visualise their work in various settings
- Used Three.js and Rapier (physics engine) to make an **interactive 3D artist portfolio**
- Built sites in Hugo (Go) static site generator (SSG), hosted on Netlify's Continuous Delivery pipeline
- Released **smart watch app** to **visualise activity levels** using Garmin's Monkey C/CIQ software stack
- Made **Pipe Dream**, a pixel-rendered JS canvas idle game, playable in the browser
- Built **dontdillydally**, a JS PWA for self-employed to track hours & finances and produce reports
- **BendyStraw** app to edit **NewPipe**'s SQLite database released to F-Droid (prototyped in Python/TKInter)

THE FUTURE

Love or loathe AI, it seems naive to ignore it. I've been working with Cursor, Gemini CLI and aichat and understand what these tools are good at and what they're bad at. I'll use them **only if and when you want**.

My deepest expertise is in vanilla JavaScript/HTML/CSS. I'm interested in building more multi-platform apps with Flutter. I'm good at documentation and communication. I'll turn my hand to image/video/audio editing. I can build custom AI bots eg by training them on specific documents (RAG).

I'm flexible, but prefer smaller, less formal teams, shorter toolchains, lighter stacks, lower-tech.

I'm Looking for Remote Work

- Full-time one project at a time
- Quarter/half-time long-term roles (eg 1-3 days a week absorbing overflow)
- Other ideas? Never say never!

LINKS

Apps showreel

2 minute taster video of apps I've made

mm-dev.rocks/apps-showreel

Games showreel

Quick 2 minute games showreel

mm-dev.rocks/games-showreel

3D interactive pile of my art

Made with Three.js & Rapier

mm-dev.rocks/jumble

My git repo

My OSS projects on Codeberg

codeberg.org/mm-dev