

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++/JUICE**
- Used **PhantomJS** to **automate a copy/paste workflow** with a **Google Analytics** scraper

NOW

After an adventurous stint living semi off-grid in rural [South Wales](#), I'm now back in [Suffolk](#).

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
- [BendyStraw](#) app to edit [NewPipe's](#) SQLite database released to F-Droid (prototyped in Python/TKInter)
- 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

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

Portfolio & testimonials

Plus short showreel videos of my apps & games

mm-dev.rocks/portfolio

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