

# Richard Walker

Front end developer who loves animation and illustration.

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## About me

I'm a front end web developer who writes clean code, refines processes, and enjoys keeping up to date with the latest in HTML, CSS, and JS. I'm passionate about peer-to-peer knowledge sharing and facilitating regular code reviews.

My aim is to build sturdy and future-friendly responsive websites, taking accessibility and performance into consideration.

I love studying animation, furthering my skills in illustration, and playing video games.

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## My skills

### Code stuff

The meat and 'taters of what I love doing.

- HTML
- CSS
- JS
- WordPress
- PHP
- Gulp
- Vagrant / Homestead
- Git
- Astro
- Tailwind

### Software

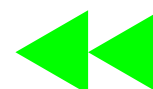
I've used a wide range of software over the years, but here's some that's stuck around.

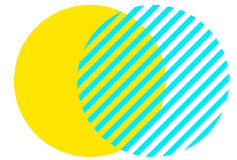
- VSCode
- Tower (version control)
- Arc (browser)
- XD
- Photoshop
- Illustrator
- InDesign
- After Effects

### Things I'm exploring

I'm passionate about staying up to date with:

- Delving deeper with Astro
- React
- Vue
- Animation with After Effects and Lottie.js
- Accessibility
- Page speed / Optimisation
- Affinity Designer
- Rive





## Where I've worked

I've spent the last ~15 years building websites. It all started with getting a little over-excited with Adobe Flash before being plunged into the world of HTML, CSS, and WordPress (and then some!).

My developer journey started with cutting my teeth at Rufus as a flash developer. My focus at university was illustration, animation, and interactive games which transitioned nicely into my journey building websites. I learnt a lot very quickly in this role and thrived.

After two years, I moved on to Cargo Creative. Being part of a growing team over time was a great learning process – welcoming new staff and sharing knowledge to help everyone grow, including myself. Late in 2023 I became Lead Developer, which acknowledged the development of my role over the years.

As you might expect, that means I've been involved in a huge number of projects with a pretty wide range of requirements.

### Front end development

With a project list covering a wide range of sectors, I've been lucky enough to build websites with a huge array of requirements and visual styles. I approach each build mobile first with progressive enhancement in mind to ensure every user gets the best experience on the technology they have at hand.

### QA across front and back end development

As lead developer, I was tasked with reviewing code and testing output as an extra step in the process. This covered ensuring the front end matched (as close as possible) to designs, the CMS fields were usable and made sense, and that code was bug free.

### Client communication

Dealing directly with clients throughout the build process has been a key part across all of my roles. Maintaining regular updates to ensure transparency and that objectives are on track goes a long way.

### WordPress development

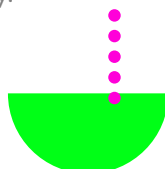
WordPress has evolved a heck of a lot over the years and exploring that has been a lot of fun. With advances in supported technology, being able to approach web builds headless has provided opportunities for performance benefits and a switch up in optional stacks with a business use case.

### Client CMS training

My roles have always included training clients (and colleagues alike) on how to get the most out of the project's CMS. This usually covered base WordPress with a combination of custom functionality and ACF (Advanced Custom Fields) used extensively to provide a bespoke experience.

### Animation

Have I mentioned animation? Whether animating with CSS or using software, I love making things move! I have a good understanding of when to use this to enrich the UX of a website and when not to use it – which is just as important.



## Illustration and Design

My degree and industry experience means I have a keen eye for design and design related concepts. I'm also a keen illustrator (hand drawn and vector) and have been involved in illustrating for client projects over the years.



## Accessibility

I believe all websites should be as accessible as possible. Everyturn Mental Health, as an example, required thorough testing for keyboard only and assistive technology users – ensuring colours and contrast passed where required, elements and layouts adapted when zoomed, and providing transcription options in the CMS for alternative media.

Accessibility is an area I'm very passionate about and I'm always open to learn more to make a UX more user friendly.

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## Projects I've been involved in

With working at Cargo for 12+ years, all of the below projects were completed during my employment there. For more information on the excellent work by Cargo, and the below projects, please visit their website.

The majority of projects listed required me to work across front end build, CMS (WordPress) field setup, integration, browser testing, project planning, client communication, client CMS training, and the go live process in some capacity.

### Everyturn Mental Health

<https://www.everyturn.org/>

### Be Modern

<https://www.bemodern.com/>

### The Bill House

<https://thebillhouse.co.uk/>

### Whitley Bay Ice Rink

<https://whitleybayicerink.co.uk/>

### Ward Hadaway

<https://www.wardhadaway.com/>

### Salamander Pumps

<https://www.salamanderpumps.co.uk/>

### No Grey Area

<https://no-grey-area.com/>

### 1440

<https://1440.co.uk/>

### Intelligence Fusion

<https://www.intelligencefusion.co.uk/>

### SCTR

<https://sctr.co.uk/>

For further information please visit my website [www.thatisrich.co.uk](http://www.thatisrich.co.uk).

