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Previous Employment



Student Tenant - CTO (2012-Current)

Student Tenant is a small start-up, allowing landlords to upload properties and students to find a place to live. Our team consisted of myself and a brilliant young student developer. I build us a new system from scratch using Symfony2 and together we developed that to a full scaleable web application.

Many of the properties on the site needed to be exported to Rightmove and other syndication partners, or imported from them, so I spent a fair amount of time dealing with various property import and export systems to automatically feed properties around our syndication network.

Our system ran with a mysql database on Bytemark's BigV.io servers, replicated for backup to another system. Images and other uploaded files stored on AWS S3 for easy access among many front end servers.

- * PHP / Symfony2
- * Bash scripting
- * Debian / Ubuntu Sysadmin
- * Ajax

- * Javascript / JQuery
- * MySQL
- * Apache
- * SOAP

- * HTML5
- * XML, JSON etc.
- * AWS: ec2 , s3



Gemin-i.org - Lead Developer (2005-2012)

At Gemn-i we ran a heavily moderated and facilitated social network for kids, helping children work with their compatriots overseas on projects based on global issues. I ran a team varying in size from just me to four or so developers. I built and maintained the architecture from system administration level through database design, controlling code, and client-side HTML and Javascript. I also recruited, supervised and managed team members and contract programmers and designers as needed, developing team leadership skills.

I architected the last big project at Gemin-i which was a rewrite of most of the old system in php using MVC web framework "Symfony". I built the database design, and from that the controllers and views to present to the users.

Hosted on AWS/Scalr and automatically scaling as load increases, I took the initial toy systems on scaling from a few classrooms to a global projects in hundreds of countries with thousands of schools and hundreds of thousands of members.

At gemin-i we never tried to reinvent the wheel, preferring build from open source tools and standard systems.

- * PHP / Symfony
- * Java
- * Python
- * XML, JSON etc.
- * AWS: ec2 , s3, scalr

- * Javascript / JQuery
- * HTML5
- * Perl
- * Debian / Ubuntu Sysadmin
- * Ajax

- * Actionscript
- * Bash scripting
- * MySQL
- * Apache, Exim, Tomcat
- * SOAP



iComic Press - Proprietor (2003-2005)

In 2003 I launched the iComic Press, a start-up developed to allow artists to design, make and sell their own mobile-phone comic-books paid for via SMS. The technology worked. The business less so. If I were to ever start a business again, I'd pick a businessman type partner rather than go it alone.

- * PHP / Wordpress / Phpbb
- * HTML
- * MySQL
- * Apache,

- * Javascript
- * Bash scripting
- * SMS technologies
- * Mobile Phone development

- * Java SE
- * Perl
- * Debian Sysadmin



Cat Games - Senior Developer / Sysadmin (2000-2003)

In 2000 an old boss head-hunted me to come work with him at a web development and web-games company. Among other things, we made a still-popular football management game "Sunday League". I ran the servers, and all the web front-end and interface programming, while the others wrote the game-engine code.

- * PHP / Wordpress / Phpbb
- * Linux system administration
- * Photoshop

- * C / C++
- * Perl
- * Cron processing

- * HTML
- * XML



Lineone (now Tiscali) - Programmer (1997-2000)

After giving up video-games programming due to long hours and poor pay, I became excited about internet technologies and retrained for web development before starting work with News Corporation's fledgeling ISP and newspaper publishing business. I learned many web technologies, growing to prefer higher level languages.

- * PHP / Wordpress / Phpbb
- * Linux system administration
- * Photoshop

- * C / C++
- * Perl
- * Cron processing

- * HTML
- * XML



Education - Swansea University (1991-1993)

I was educated at Swansea University, gaining a 2-1 Bsc degree in Computer Science.

- * C / C++
- * Graphics theory
- * Psychology

- * Pascal
- * Design Patterns
- * Algorithms

- * Networking Theory
- * 3D matrixes



Personal (1973-Current) - Personal Projects

I have worked on many personal projects over the years ranging from writing books, directing films, writing and producing animations in 2d and 3d through singing and playing guitar in a rock band and countless experimental web toys and games.

Most of these are available online through my personal website, <http://dalliance.net/>, which features the 3D javascript virtual-me that you can chat with.

I'm currently finishing off a Tentacle Monster cartoon, which will be premiering in January: <http://tentacles.org.uk>

- * PHP
- * Perl
- * Javascript / JQuery
- * Red Hat / Debian / Ubuntu
- * Assembler: 68000, Z80
- * Flash
- * RSS

- * Python
- * C / C++
- * HTML / XHTML / HTML5
- * Scripting Amazon AWS
- * Photoshop
- * Blender

- * Ruby
- * Java
- * XML, JSON
- * AJAX
- * Gimp
- * Cinelerra