

# Jonathan Sully

Barry, Vale of Glamorgan, Wales

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## Experience

- 2012-Present **Javascript Support Engineer**, SiteTagger  
Learnt how to implement and debug many analytic packages.  
Learnt Python (I used Flask + Redis + MySql) to create two internal debugging tools.
- 2011-2012 **Front-end Developer**, Freelance  
Worked writing HTML and JavaScript (usually jQuery) for various clients including with Ben&Jerry's on JoinOurCore.
- 2009-2010 **PHP Developer**, Dinamo Productions  
Sole developer amongst teams of artists. Wrote the company's website and also a 3D flash game used for a pitch.
- 2006-2008 **Front-end Developer**, Sequence Collective Ltd  
Worked as part of a small team of front-end developers writing HTML. Made websites for some of Sequence's many clients with the designers and developers there.

## Personal Projects See more at <http://sul.ly>

### **selecthx, Open source type-safe selector engine for the Haxe programming language**

A CSS selector engine (think sizzle from jQuery). Ensures the correct return type based on which selector you use using Haxe's macros feature.

### **Ludum Dare 23 competition entry**

Wrote a 2D platformer in the Lua programming language using the Love2D game library. Used many tools such as aseprite, Tiled, LapChirp, TexturePacker, Box2d.

## Skills

Very experienced with **Haxe**, **PHP/MySQL**, **JavaScript/jQuery** and all things browser (HTML, CSS etc). Skilled in **Python**, **Lua**, and as a **Linux** sysadmin. I've also written a bit of **C** and **Java** (when using **Arduino** and **Processing** toolchains respectively).

I'm quite competent with graphics packages such as **Photoshop**, **Illustrator** and **Blender**.

## Volunteering

- 2010-Present **Big Screen**  
I volunteer as a projectionist for a community cinema in Cowbridge.