

RUSSELL QUINN

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| Nationality | British |
| Date of Birth | 31st March 1979 |
| Languages | Native English, basic Danish |
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Overview

After graduating with a first class degree in computer science from Cardiff University, I spent five years working for a subsidiary of Sony Computer Entertainment Inc. producing console development tools.

In August 2005 I relocated to Copenhagen to start Spoiled Milk, a media company concentrating on web development, usability, print design and branding. In the summer of 2008 we opened a foreign branch in Zürich where I am now based.

Skills

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| Managerial | Small business development, project management, brand strategy, new media consultancy. |
| Technology | Ruby on Rails, ActionScript, PHP, MySQL, JavaScript, XHTML, CSS, C++, Java, UML, Object Orientated methodologies. |
| Art | Graphic design, illustration, art direction. |

Education

BSc Computer Science (First Class Honours), Cardiff University | 1997 – 2000

- Final grade: 72% (First Class Honours)

Cheltenham Sixth Form Centre | 1995 – 1997

- A-Levels: Maths, Physics, Geology, AS-Level: Computer Science

Work History

Spoiled Milk ApS Zweigniederlassung (Zürich, Switzerland) | 2008 – Present | www.spoiledmilk.ch

Founder, Technical Director, Country Manager

Establishing and growing a foreign branch of the Danish parent company detailed below.

Spoiled Milk ApS (Copenhagen, Denmark) | 2005 – Present | www.spoiledmilk.dk

Founder, Technical Director

“Spoiled Milk is a skilled team of scientists and artists working together to create engaging web experiences. Founded in 2005, they currently operate from studios in Copenhagen and Zürich.”

Spoiled Milk is a media company that I founded. We cover a wide range of disciplines, but focus on web application development, usability, print design and branding. Our aim is to hit the sweet spot between art and technology.

My role involves project and team management, client liaison and the general running of all aspects of the business. I am also the technical director, responsible for developing our internal web technologies and completing client work, typically using Ruby on Rails, XHTML, CSS, JavaScript, PHP, MySQL and ActionScript. A full portfolio is available on our website.

Craftwork ApS (Copenhagen, Denmark) | May 2006 – Nov 2006 | www.craftwork.dk

Software Engineer

Craftwork is a team of experts exploring and pushing the limits of the iTV platforms. During my six months here I wrote several modules in JAVA for a new SKY TV middleware platform.

SN Systems Ltd. / SCEI (Bristol, UK) | 2000 – 2005 | www.snsys.com

Software Engineer

“SN Systems is a Sony Computer Entertainment Inc. (SCEI) owned software company based in Bristol, UK, that produces the industry standard development tools used by console programmers worldwide”.

Debugger | Sep 2003 – Aug 2005

- Part of the team that produced both the next generation version of the company's lead product and also a common windowing framework to be used companywide.

- My role centred on the retrieval and manipulation of large quantities of data from both the local machine and remote target for PlayStation®3 and PSP™ platforms.

Tuner | Mar 2002 – Sep 2003

- A software performance analyser for both PlayStation®2 and Nintendo GameCube™.
- During this time I also developed a generic source/disassembly/mixed-mode display module that was eventually used across all relevant products.

Build Tools | Sep 2000 – May 2002

- I maintained command-line build tools such as compilers, assemblers and linkers.

Company trips

- I have spent a week on the road in California visiting customers, helped to run a stand at the Games Developer Conference in San Jose and undertaken several short trips to UK/Europe based customers to beta test new products.

Here Shop & Gallery (Bristol, UK) | 2004 – 2005 |

www.thingsfromhere.co.uk

Volunteer, Organiser

'Here' is a shop stocking a wide range of independent, small-press and underground art. It also has a gallery that hosts exhibitions of both local and international importance. Both of these are run entirely by volunteers. I worked in the shop on Sundays and was also involved in the organisation of a range of events in the gallery.

Publications

I have given an interview to YCN, the Young Creative's Network (UK) on the subject of evolving a creative enterprise. I have also had my record cover designs and artwork featured in magazines such as Creative Review (UK), XFUNS (Taiwan) and First Point (UK) as well as 1000 Supreme CDs.

Interests

I enjoy problem solving, social projects, human-centric technology, handcrafts, computer science, art, entrepreneurship and wildly speculating about the future.