

I am a passionate developer of rich media for the web and beyond.
I write code to create compelling media experiences for users with
a focus on usability and robustness.

Ben Morrow

1173 Hayes St #2
San Francisco, CA, 94117
childoftv.com
ben@wild-rover.com
(415) 335 9753
Green Card holder

Education

BSc (Hons)
Computer Science
University of Manchester
Graduated June 2009

Computer Science
Undergraduate
St. John's College
Cambridge University
2002-2003

Languages & Platforms

Actionscript 2.0/3.0/Flex
Adobe Air
FlexUnit
Java/Junit
JavaScript/JQuery
Python
SQL
XML/XSLT/Soap
HTML5/CSS
Prolog
ML/OCAML
PHP

Software

Adobe Creative Suite
Eclipse/FlashBuilder
SVN/CVS
Mercurial/Git
LaTeX
Oracle/MYSQL
Mathematica/MATLAB
Maya and MEL Script
Microsoft Office Suite
Fedora/Ubuntu Linux

Professional Experience

Air Mozilla Video Experience Development **August 2010 - Present**

Leading the creation of innovative video content and the prototyping of new usage patterns for Mozilla's open video projects. This contracting role involves synchronizing the efforts of multiple Mozilla projects to deliver groundbreaking new end-user experiences using plugin-less video technologies and creating video content for the platform.

UK's National Lottery Gameshow System **Technology Consultant** **January - June 2010, December 2010**

Designed and built from scratch an interactive demo system for prototyping the UK's National Lottery gameshow, commissioned by the BBC. My system, based in Actionscript 3.0, allows accurate prototypes of the show structure to be easily altered live during run-throughs with practice contestants. The system has transformed Wild Rover Production Ltd's internal processes and played a crucial role in their successful BBC commission as well as a coproduction deal in the USA. I added HTML5/AJAX device support for live, device-driven interaction with the software in December 2010.

ConstantComedy LLP **Co-founder and Creative Director** **September 2006 - 2008**

Created an innovative new form of entertainment technology and saw it through from conception to launch and beyond. I worked with two companies to pitch for £250,000 in seed-funding from the Northern Irish government, was the lead designer of the creative and technical elements of the project, acted as product manager of the build, and managed a team of developers in different time zones. My direct coding work involved building a Java server-side application and a user-facing flash client for synchronizing video across simultaneously watching clients and allowing the clients to vote live on videos in a 'gong show' format. The site was nominated for the 2007 Media Guardian innovation award.

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Pitching and Contracting Work, 1994 – Present

I have worked on a diverse range of projects, especially focused on multimedia and interactive experiences. Highlights include:

- Contracted for Wild Rover Productions Ltd since 1998. I have been the technical designer for four interactive TV show pitches, all of which resulted in successful BBC commissions. I have been in charge of the technical teams on the night of live transmission for two BBC shows.
- Worked as a business planner and lead marketer for the 2010 China Shanghai Jet Expo. This involved drafting the Expo's initial business plan and budget as well as personally contacting and negotiating with potential investors and presenters and representing the company at the Asian Aerospace conference 2009 in Hong Kong.
- Created rich media synchronised Power Point presentations for pitching synchronously to the BBC, Channel 9, and other broadcasters around the world.
- Innovated the use of text messaging (SMS) as an audience interaction mechanism for UK TV gameshows, including *The National IQ Test*, *Would You Pass the 11+?*, and many since.
- Created a system for managing the multi-user question-writing and screen graphics development process of Northern Irish gameshow *All Mixed Up*, which was demonstrated at Cannes TV festival MIPCOM in 2001.

University Work

I spent my time at Manchester University exploring rule-based AI systems, the semantic web, and language processing and conversion of natural language text into formal logics. For my final senior project, I created a program that integrates the ENJU text parser with an OCAML program I authored to extract statements in first order predicate logic from generic English language text.