

Scott Mebberson.

Curriculum Vitae

*139 Devonport Terrace
Prospect SA 5082*

Mobile: +61 421117508
Email: scott@scottmebberson.com

LinkedIn: <http://www.linkedin.com/in/scottmebberson>
Website: <http://scottmebberson.com/>
Development: <http://github.com/smebberson/>

Summary.

I am a passionate individual who thrives on owning my endeavours and striving for change. I have the ability and drive to be primarily self taught. All of these elements have aided my personal and professional success over the years. Leadership and continuously seeking improvement and change has meant my beginning as a developer has evolved to being a successful business owner.

Core strengths and transferable skills.

Leadership

Leadership is not a skill that comes naturally to all, I am fortunate enough to have honed my leadership skills over many years and at many levels within business. It does not matter if you're leading a team of developers, project managers or an entire business, the fundamentals apply to all types of leadership.

Technical acumen

I developed a passion for technology at a young age, and was fortunate enough to have the means to explore it. It is now central to what I do. I have a deep and experienced understanding of technology as applied to websites, mobile devices, software development and engineering, and marketing.

Management

Most of my professional career has included positions within management, and if not, leading a team. Successful management includes communicating clear goals with your team, following up on these goals and understanding what drives individuals to work productively within the team and achieve the desired outcomes.

Business

I intricately understand business, having owned and managed my own business over 10 years. As Managing Director of The Memphis Agency we met +\$1.2m revenue targets. My knowledge of competition, the market, economics and organisational elements including revenue, profit, efficiency and customer and employee satisfaction is extensive.

Career history.

Managing Director @ The Memphis Agency

February 2004 - Present

I lead a team of extremely talented web professionals and work with clients who have like-minded values to provide true business results.

I am responsible for the strategic vision of the company, our technology strategy, our operations and processes to deliver solutions to clients, our customer engagement process and technical sales.

I also actively lead our development team overseeing a range of product development and plugins for FarCry CMS. A focus of our development efforts has been to deliver very high quality, rapid innovation and implementation of creative yet technically challenging user interfaces using modern web standards and achieving cross browser and platform capability.

My responsibilities include:

- Overseeing all aspects of business finances
- Defining strategic vision for our company
- Delivering on growth targets and goals
- Negotiating contracts and financial agreements with clients
- Overseeing the development of process to improve efficiency, and increase profit while maintaining high quality output
- Training and development to ensure skills and organisational progression

Achievements:

- Maintaining an average annual revenue growth of 20%

Director @ Mitousa

February 2003 - February 2004

I joined Mitousa as a director to lead the technology side of the business. Mitousa was a multi-disciplinary business providing both print-based and web-based graphic design solutions.

Web Developer @ RedBlue Design

February 2000 - August 2001

I joined RedBlue Design as their only web developer. I was responsible for all web development activities and helped to take a very graphic design focused company, onto the web.

Freelance Web Developer

February 2000 - February 2003

During this time, I worked as a freelance website developer building complete solutions, or working within a larger team for various companies including:

- Macromedia (now Adobe, USA)
- Verizon (USA)
- Volvo (USA)
- Designer Direct

Speaking and published works.

WebDU 2004

Presenter, 2005; Deconstructing a Central Application

Following a successful presentation in the previous year, I was invited to return as a speaker. This time showcasing a new technology by Macromedia called Central, which was the beginnings of what was to become Adobe AIR.

Desktop Magazine

Published by Desktop Magazine, 2003 - 2004

I wrote a series of articles for the popular Desktop Magazine focussed on exposing the *how-to* of the most popular techniques being produced in Macromedia Flash from around the world.

Foundation Flash MX Applications

Published by friendsofEd, July 9 2003; Lead Author

After having contributed chapters in collaboration with other authors, I decided to develop an idea, pitch it to a group of publishers and I was fortunate to be chosen to author my own title.

Macromedia Flash MX Designer's ActionScript Reference

Published by FriendsofEd, July 1 2003

I contributed a couple of chapters to this book, and produced related source files for download. This was my second foray into authoring and publishing, and led to many more opportunities.

WebDU 2003

Presenter, 2003; Flash Applications

I was invited to speak at the first ever WebDU (then known as MXDU) hosted by Daemon in Sydney. Now one of the largest web development conferences in the Australian landscape.

Flash MX Magic

Published by New Riders, April 11 2002; Contributor

This book represented my first content contributed to a publication. Having found a new passion, I went on to collaborate with other authors, and produce my very own title.

Development skills.

I have extensive skills in all forms of development. Having architected most of the technical solutions I've worked on throughout my career, I have plenty of real world experience and implementation lessons to draw from.

My solution architecting skills incorporate:

- application architecture and modeling
- sophisticated algorithm development and regular expressions
- quoting to meet budget, or requirements
- infrastructure development
- deployment processes for traditional hardware, but also cloud infrastructure
- platform and application integration

Following is a short snippet of some of the languages and platforms I'm proficient in, however, I'm regularly investigating and prototyping applications in many different platforms.

- ColdFusion (and Java)
- NodeJS
- PHP, Ruby, Python
- CSS/SASS/LESS/Stylus
- JavaScript, JSON, JSONP
- HTML, XHTML, XML
- MySQL, SQL Server
- MongoDB, Redis
- Varnish Cache

Please review my [personal GitHub account](#) for a small sample of some open source development, but also [The Memphis Agency's GitHub account](#) on which I wrote a large portion of the infrastructure code.

References.

Available upon request.