CV

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PAT HADLEY

About me   Web Developer for-hire | Museum geek | Recovering archaeologist

I'm a web developer and tech geek. I build web-based tools to help companies and organisations get their message out and engage their audiences. I adapt easily to commercial, charitable and civic organisations.

My background is in archaeology and museums - ultimately I want to develop the skills to help that sector really transition into the digital age.

April 2016 – July 2016   **Web Development Immersive Programme - General Assembly | London**

General Assembly's Web Development course gives an excellent grounding in the latest web development technology and, most importantly, teaches its graduates to be adaptable and how to learn new technologies on-the-job.

Tech knowledge

- JavaScript
- jQuery
- The MEAN stack
- Ruby
- Sinatra
- Rails
- GitHub
- AJAX
- HTML 5
- CSS 3
- SCSS
- CSS frameworks
- RESTful routes
- PostgreSQL
- Grunt
- Jekyll

Skills and methods

- Agile methodologies
- Object Oriented Programming
- User stories
- Test/Behavior Driven Development
- Pair programming

Final Project   **Tourista** | GitHub: bit.ly/PatHadley-Pr4 | Demo: bit.ly/PatHadley-Pr4-Demo

Tourista was built with the MEAN stack and used the Filestack media uploader and the Rijksmuseum API. Users could pair their photos with world-class artworks.

Group Project   **LocaMate** | GitHub: bit.ly/PatHadley-Pr3 | Demo: bit.ly/PatHadley-Pr3-Demo

LocaMate was produced by a team of four. We used the GoogleMaps API and websockets. My role covered much of the middleware and front-end design.

Rails Project   **GreenDigits** | GitHub: bit.ly/PatHadley-Pr2 | Demo: bit.ly/PatHadley-Pr2-Demo

GreenDigits is an app that connects its user community so that they can provide plant care for each other. It was built in Ruby on Rails with Devise authentication.

Game Project   **Viktor-Drome** | GitHub: bit.ly/PatHadley-Pr1 | Demo: bit.ly/PatHadley-Pr1-Demo

The Viktor-Drome is a front-end only browser game built with jQuery. A nostalgic, 80s-style button-masher where users chase each other round a virtual velodrome.

Previously... Over the last decade I've been studying and working in academic archaeology and working in heritage and museums. As I've progressed, I've become more involved in developing content for the public and focusing on digital channels and tools.

Relevant tech
- Mediawiki
- WordPress CMS
- Open Refine
- ArcGIS
- Bohemian Sketch
- Serif Affinity

Skills
- Leading teams - archaeological fieldwork
- Planning major projects - PhD research
- Writing reports - for museum senior staff
- Running workshops - training Wikipedians
- Managing relationships - helping museums use Wikipedia
- Working to schedules - in a busy comms team

Oct 2013 - April 2014 **Various roles in Digital, Communications and Museum Development - York Museums Trust (with Wikimedia UK funding) | York**

I was initially contracted as York Museum Trust's Wikipedian-in-Residence, co-funded by Wikimedia UK as part of the global GLAMwiki (Galleries, Libraries, Archives, Museums and Wikimedia) programme.
My roles evolved but I continued to help YMT and Yorkshire's other museums share their content and messages through the web. I not only put this into practice but advocated across the sector, trained volunteers and wrote reports and assessments for funders and senior staff.
Read an article I co-wrote about one success: http://bit.ly/1IDFCIE
Watch a video on the GLAMwiki work: https://youtu.be/QKQMWMywp8M

Sept 2010 - Feb 2013 **MA Mesolithic Studies and partial PhD - University of York | York**

My MA and PhD reflected my desire to really grapple with the problems of making prehistoric archaeology relevant in the 21st century. My MA also dealt with Archaeological Information Systems and how scholars share knowledge.
I began investigating the hows and whys of bringing prehistory to wider publics for my PhD but felt trapped by academic ways of working and decided to move on.

March - Sept 2010 **Director - Enkyad Heritage Media | Bradford**

EHM was a start-up producing story-led 3D animations for archaeological and heritage sites. I led a team, with illustrator Glenn Hustler, of dancers, writers, animators and other archaeologists. The team worked hard to develop a pilot project but we never gained sufficient funding to complete it.
The challenges of the project pushed me to develop better entrepreneurship and interpersonal skills, and be reliant on my own determination.
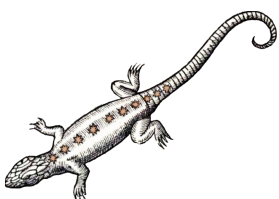

Sept 2010 - Feb 2013 **BSc Archaeology and Diploma in Archaeology - University of Bradford | Bradford**

Bradford offers a uniquely practical and technical archaeology programme and allows students to involve themselves in professional and research work from the get-go. I excavated at Pompeii and the unique prehistoric site of Star Carr, Yorkshire.

A little more...

I started out as an archaeologist because I didn't want to give anything up - science, art, fieldwork… the list goes on. I'm excited by web development because it offers a similar breadth of challenges to tackle and scales to work out from detailed code syntax and programming mechanics to large-scale creative problems.

When away from the keyboard I can often be found on a road bike.