BRADLEY O'NEILL

EMAIL DEVELOPER

☑ bradley.oneill@gmail.com

+44 7944 021 654

London, UK

linkedin.com/bradleyon

Skills

Problem solving

Teamwork

Communication

Negotiation

Critical thinking

Flexibility

Attention to detail

Responsibility

Education

Full-stack development Career Foundry

2018 - 2020

Illustration & Design University of Arts London 2015

Web-development Epping Forrest College 2005 – 2006

AVCE Computing and IT Waltham Forest College 2000 - 2002

Achievements

2015 "Send me to E3" winner *Microsoft*

Internal design competition in conjunction with the Xbox One launch promotions

Resume Objective

Email developer with 4+ year of experience working in an agile environment consisting of cross team communication and collaboration. Proven history of brand awareness and design consistency across multiple high-profile clients along with a keen eye for detail. Hungry to learn and looking to leverage my email development experience to allow me to interact with new clients and design ideas

Experience

Developer

Self-employed, working on behalf of Zego - 2020

- Email template modification
- Email content block creation
- AMPScript functionality
- QA across multiple clients
- Off-site support and guidance
- Team collaboration

Developer

Gravitai - June 2017 to January 2020

Working on behalf of Gravitai as a subcontractor for various clients:

- Static and dynamic email content creation, modification and maintenance
- Email QA support (inc. campaigns)
- Campaign creation and maintenance
- Email campaign journey creation and maintenance
- Data Extension creation, modification and maintenance
- Extended client support
- BAU Support for international clients

Working directly for Gravitai:

- Front end development and support
- Social content creation and maintenance
- Team support across multiple environments

Deputy Manager

GAME PLC - December 2014 to June 2017

- High pressure task management
- Setting expectations
- Precise team communication
- Public negotiations and complaint handling
- Daily reporting