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DOB: 26 – 05 – 1977
Nationality: Belgian
Married
Full Driver's license
Non-smoker

Professional

Dec 2004 to date

Project manager for Outscope (<http://www.outscope.com/>), a young, dynamic and ambitious agency built upon a very simple idea: offering clients project-managed access to our own offshore production unit based in Colombo, Sri Lanka. By so doing, we are able to deliver a high quality outsourced product at greatly reduced cost to companies too small to incur the overheads of outsourcing directly.

As a project manager I am responsible for the entire project life cycle: from business development to search engine marketing, usability, accessibility, web standards and quality assurance.

At Outscope we have developed a strict project management process that helps us deliver on time and to budget.

Outscope's clients include:

- The institute of Chartered Accountants and Secretaries (<http://www.icsa.org.uk/>)
- Definitive Consulting (<http://www.definitive-consulting.co.uk/>)
- Duo Boots (<http://www.duoboos.com/>)
- T-shirt and Sons (<http://www.tshirtandsons.co.uk/>)

I work for Outscope 25 hours a week and work freelance the rest of the time. I enjoy giving my clients the best possible solution for their budget. My idea of a good site is one where people can find what they are looking for as fast as possible. I try and make websites that are accessible, lightweight, future proof and good looking.

To achieve this, the technologies I use include XHTML, CSS, JavaScript, Flash (and ActionScript), PHP, MySQL and PostGreSQL.

For details, see <http://www.dekoninck.co.uk/>.

Nov 2000 to Dec 2004 Project Manager for Open World (<http://www.openworld.org/>), a global company with offices in Europe, Asia and the Americas, Open World has built more than 1,000 hotel-related websites, representing more than 5,000 hotels. These websites attract more than 70 million visitors per year, generating over \$100 million of annual revenue.

In this function I was managing:

- all projects for SRS-Worldhotels – one of Open World's biggest clients (<http://www.srs-worldhotels.com>). These projects range in value up to \$200,000 and take up to 6 months to complete.
- all flash projects. I work with a team of people in Sri Lanka, Singapore and Bath, as well as freelancers when there is a surge in demand.
- usability and user testing of our web sites
- accessibility and compliance with guidelines and legislation

For all projects I was responsible for establishing and monitoring budgetary controls, establishing and monitoring schedules with other departments and developing specifications and full documentation.

With Open World I have been on a project management course and an advanced ActionScript course. I have attended usability conferences as well as Macromedia seminars.

Achievements

I developed an online scheduling tool for all our design projects, which offers everybody in the company an at-a-glance overview of all ongoing projects and what phase they are in. This was built by myself using PHP and PostgreSQL. The application is secure, has multiple access levels and can be updated by anybody with a browser and the right privileges.

I have developed a process for scheduling and monitoring Flash tasks across our offices in Singapore, Sri Lanka and Bath as well as our freelancers. The system records any communication and pushes out updates to all relevant people per task. This system has proved invaluable in tracking what is going on and making sure Flash projects are delivered on time. I used a standard bug tracking tool to facilitate the process.

I introduced and implemented usability into Open World's design in 1992. Two years later, no design went into production before passing a usability assessment. We actively sold this service to our clients in the form of usability reports and user testing.

I developed a universal booking engine interface in Flash which proved to be very successful with website users. An increase in revenue generated on our websites can be attributed to this. The application was built first in ActionScript for Flash 5, and was later upgraded to ActionScript 1. The upgrade was based on the Model-View-Presenter object oriented programming design pattern. It makes extensive use of XML.

1998 – 2000 (part-time) I was part of the web development team at [Edge.be](http://www.edge.be), a Belgian web design firm, on a freelance basis whilst at University. Initially I learned to use Photoshop, Dreamweaver, Fireworks, as well as the tricks of the trade.

Later on I was given my own projects, and was involved in training new staff. I used ColdFusion, MS Access, stylesheets and JavaScript to create professional websites.

Personal

Attributes

In the company I am known for my organised approach and my attention to detail. I strongly believe in good communication as a way to deliver on time and to budget whilst maintaining flexibility. I have excellent hands-on skills, and am able to assimilate new technologies quickly.

Skills

- MacOS 9 - X
- Windows NT/2000/XP
- Unix/Linux

- Adobe: Photoshop/Illustrator/Pagemaker/Acrobat
- Macromedia: Flash/Fireworks/Dreamweaver/FreeHand/Director
- Microsoft: Office/Project/Visio
- 3-D: Pro-Engineer, Microstation, 3D Studio MAX

- accessible XHTML (expert, 5 years experience)
- XML; XSLT (intermediate – 2 years experience)
- JavaScript; DHTML (expert – 4 years experience)
- CSS, web standards (expert – 4 years experience)
- ActionScript for Flash 5 and Flash MX (expert – 2 years experience - BrainBench score: 3.53 / 5)
- PHP (intermediate – 1 year experience)
- ColdFusion (intermediate – 6 months experience)

- MySQL (intermediate)
- PostgreSQL (intermediate)
- Microsoft Access (basic)

Languages

- Fluent in English, French and Dutch
- Intermediate level Spanish and German

Education

Secondary School

Belgian highest level secondary education, with extra maths

University

Graduated with distinction from Hogeschool Antwerpen, Belgium, as Licentiate in Product Development (equivalent to MSc. in Industrial Design)

Being a Licentiate in Product Development means that I am skilled to manage the entire product development process from initial ideas to product launch. Projects are always broken down in design process stages with set deliverables and targets.

The course integrates a number of design skills including conceptual thinking, graphic design, usability, product styling, ergonomics, CAD-drawing, 3D-modelling, product-marketing, product engineering (including construction, mechanics, electronics, materials).

In 1998 I went to Brunel University (Department of Design), on the Erasmus exchange program, where I completed modules in product design, graphic design, electronics and life drawing.