

Daniel Allott

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Confident and self critical front end developer
Seeking roles requiring initiative and problem solving

Skills

Javascript - 4 years, HTML - 4 years, React - 2 years, Typescript - 18 months
Jest/JS Testing - 4 years C# - 6 years C++ - 1 year

Work & Education

Frontend Developer at BrightHR

2021 -
Present

BrightHR provides H&S tool to businesses and the Peninsula group
Developed safety web forms for workplace accident reporting
FE technical lead on many pieces of mainline feature work
Build tooling to handle localisation of forms across regions
Scaled up existing products for businesses with larger user bases
Major contributor to internal react components monorepo
Advocate of standardized UX/FE patterns across team/repos
Guild expert and critic of libraries such as Formik and React Query

Developer at CANDDi

2020 - 2021

CANDDi provides software for identifying website visitors
Maintenance and features on CANDDi websites static site
Pioneered automated testing of Javascript front end and API codebase
Improved efficiency of UK Company web scraper
Major innovations such as domain ending filters

University of Nottingham

2018 - 2019

MSC computer science.
Pass with merit 67%.
Dissertation project grade 74%.

Final year project on virtual reality visualization of phylogenetic trees.
Modules including: Advanced Algorithms and Data Structures, Design
Ethnography, Mixed Reality Technology, Linear and Discrete optimization,
Games.

University of Hull

2015 - 2018

BSC computer science.

Upper second class honors.

Final year project on board game simulation and optimization.

Ashton sixth form college

2013 - 2015

A-levels in: Mathematics B, Computer science C, Physics C.

AS-level in: Further Maths D.

Glossopdale

2007 - 2013

GCSE: A* A A B B C C C

Education Project work

Virtual reality visualization of phylogenetic trees

Final year project for Nottingham MSC. A phylogenetic tree is a hierarchical graph used to represent evolutionary relationships between organisms. The project aimed to innovate phylogenetic tree visualization by using a number of different techniques. Most notably the use of 3D, VR, sphere coordinates, and hyperbolic space.

Games and Game-Jams

Two time winner of the Hull University game-jam Three Thing Game, one time as the sole programmer (for examples see website).

C++ Projects

A C++ program including sudoku solver and an optimized hash table.