

# DANIEL ALLOTT | RESUME

- » **Status:** Frontend Developer at BrightHR, M.Sc. in Computer Science
- » **Stack:** JavaScript, TypeScript, HTML, React, Next.js, Tailwind
- » **Skills:** JSX, Responsive Design, Web Accessibility, Automation Testing
- » **Activities:** Boardgames, Miniatures, Hiking, Gamemaster, Prog Rock



## »»» Summary

Confident and self-critical front-end developer with a passion for innovation and design. Experienced in taking initiative and solving complex problems independently. A dedicated professional committed to delivering exceptional user experiences through cutting-edge web development. Seeking opportunities to contribute my expertise and drive for excellence.

## »»» Experience

2021 - now **Front-End Developer** BrightHR

- » BrightHR provides web tool to businesses and the Peninsula group
- » Practising continuous agile delivery across 3 teams and 7 repositories
- » Built long multi stage health and safety responsive web forms, ensuring re-usability
- » Built tooling to handle localisation of form field differences across regions
- » Major contributor to components repo, enforcing small accessible compound patterns
- » Rebuilt login page from scratch as a NextJs static site, maintaining legacy feature set
- » Other feature work: Cross-repo navbar, Risk rating, Elearning microsite, GA and Track Js,
- » Form print previews, Method statements, Accidents, Near Misses, Employees refactor

2020 - 2021 **Web Developer** CANDDi

- » 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
- » Optimized email filter with features such as domain ending filters

## »»» Education

2018 - 2019 **Master's Degree, Computer Science** University of Nottingham

- » Final project on virtual reality visualization of **Phylogenetic Trees**
- » Final project grade 74% JavaScript HTML C# A-Frame
- » Pass with merit 67%
- » Modules including: Advanced Algorithms and Data Structures, Design Ethnography,
- » Mixed Reality Technology, Linear and Discrete optimization, Games

2015 - 2018 **Bachelor's Degree, Computer Science** University of Hull

- » Final year project on board game simulation and optimization
- » Upper second class honors
- » Multi time winner of University game-jam **Three Thing Game**