

# Daniel Allott

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[www.danielallott.com](http://www.danielallott.com)

Confident and self critical front end developer with technical leadership skills  
Seeking roles requiring initiative and problem solving

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## Skills

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Javascript - 4 years,   HTML - 4 years,   React - 18 months,   Typescript - 1 year  
Jest/JS Testing - 3 years   C# - 6 year   C++ - 1 year

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## Work & Education

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### 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

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## **Education Project work**

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### **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.