

# Andrew James

Senior developer | London, UK



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ajames.dev



phunkren



Andrew James

## Education

**BSC (HONS) 2.1**

**Audio Technology &  
Multimedia**

**Glasgow Caledonian  
University**

2010 - 2014

**GRADUATE**

**Frontend Nanodegree**

**Udacity**

2016

## Expertise

HTML



CSS



JS



Git



## Professional Profile

My passion for digital technology continually drives me to advance my skill set as a software engineer. With strong communication and frontend web development skills, I thrive in environments where I can learn from and inspire those around me.

## Work Experience

**SENIOR FRONTEND DEVELOPER**

**BCG Digital Ventures / April 2019 - Present**

**FRONTEND DEVELOPER**

**Fathom / June 2017 - March 2019**

Working at Fathom provided me with the opportunity of working alongside a number of highly-skilled professionals on a diverse range of challenging frontend web projects. The majority of my time was spent working with React, but was also fortunate enough to acquire hands-on experience with React Native, GatsbyJS and Angular 2.

Over the years, Fathom helped instill a set of base principles to strive towards: complexity should only be introduced when it's unavoidable; code should be easy to reason with and delete; try to avoid abstracting too early and think too far in the future, and finally, the top priority is always the best possible user experience.

## Interests

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REACT

REACT NATIVE

GATSBYJS

GRAPHQL

CSS-IN-JS

## Hobbies

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CYCLING

BOXING

GUITAR

VIDEO GAMES

COOKING

RUGBY

## References

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Written references  
available upon request.

## ASSOCIATE DEVELOPER

Cohaesus / Feb 2015 - June 2017

I accrued over two years of experience working at Cohaesus in teams of various sizes on commercial front-end web projects. Originally hired as a Trainee developer, I progressed through Junior and into the Associate role by completing several technical segments and consistently delivering on time and to the best of my ability.

- HTML and CSS frameworks, but also had the exposure to Unity, Wordpress, and the Knockout JavaScript framework.
- Contributed to commercial projects on-site at some of London's top advertising agencies.
- Worked on both green field and legacy projects in both Agile and waterfall project environments.
- Hosted workshops and technical training sessions for Junior Developers.
- Represented the business overseas at international training events.

## QA TESTER

Rockstar North / May 2014 – Feb 2015

Credited as a QA Tester on Grand Theft Auto V, I was responsible for identifying defects, errors, and failures in the system software. These were cross-referenced over multiple databases; undiscovered bugs were logged and pre-existing issues were updated.

- Experience with functionality, regression, and user acceptance testing.
- Co-ordinated with up to 30 team members across multiple studios, and led a small team of four on previously unreleased alpha content.
- Software was version controlled with Perforce