Andrew James

Frontend engineer / Edinburgh, UK

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Education

BSc (Hons) 2.1

Audio Technology

Glasgow Caledonian University

2010 - 2014

Exchange & Study Abroad

University of Massachusetts Boston

2011 - 2012

Graduate

Frontend Nanodegree

Udacity

2016

Expertise

HTML

CSS/SCSS

JAVASCRIPT

REACT

Profile

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

Over the years I've refined a set of technical principles to strive towards, namely: complexity should only be introduced when it's unavoidable; code should be easy to reason with and delete; avoid abstracting too early, and the top priority is always the best possible user experience.

Experience

Frontend engineer

Rockstar Games   NOV 20 - PRESENT

As a frontend engineer I collaborate with other Rockstar technology teams across their worldwide studios to develop front-end features and applications for Rockstar's online services.

Senior engineer

BCG Digital Ventures   APR 19 - OCT 20

As a senior engineer I collaborate with design, UX, growth, and product cohorts to engineer a robust and well documented product that can be successfully taken to market by a startup business. It is also my responsibility to support lead and mentor associate engineers wherever possible.

Notable work

- Beema
- Code First Girls
- Working at DV London

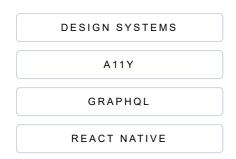## Frontend engineer

Fathom London   JUN 17 - MAR 19

Working at Fathom allowed me to work alongside a number of highly-skilled professionals on a range of challenging fintech projects. The

majority of my time was spent working with React, with additional
exposure to React Native, GatsbyJS and Angular 2.

Notable work

- Anaplan
- Access Fintech
- Commerzbank

Associate engineer

Cohaesus   FEB 15 - JUN 17

Cohaesus is a commerical advertising agency where I learned the
fundamentals of frontend web development. During my time with them I
worked both in-house and off-site at some of London's top advertising
agencies, on both green field and legacy codebases.

Notable work

- WWF
- Highland Park
- FatFace

QA tester

Rockstar North   MAY 14 – FEB 15

Credited as a QA Tester on Grand Theft Auto V, I was responsible for
finding, reproducing, and accurately reporting issues in detailed bug
reports. It also involved providing clear and concise critical analysis and
feedback of reported issues and executing functionality, regression, and
user acceptance testing across various platforms.

Notable work

- Grand Theft Auto V