Andrew James

Senior developer | London, UK

✉ contact@ajames.dev

🌐 ajames.dev

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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 DEVELOPER

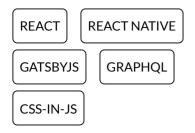**BCG Digital Ventures / April 2019 - Present**

FRONTEND DEVELOPER

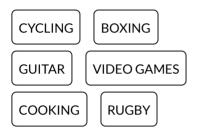**Fathom / June 2017 - March 2019**

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

Hobbies

References

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 Knockout JS.
- 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