# **Andrew James**

Senior developer | London, UK



contact@ajames.dev



ajames.dev



phunkren



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## Education

### BSC (HONS) 2.1

Audio Technology & Multimedia

Glasgow Caledonian University

2010 - 2014

#### **GRADUATE**

Frontend Nanodegree Udacity

2016

## **Expertise**



## **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

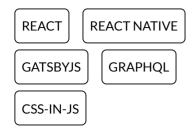
#### FRONTEND DEVELOPER

Fathom / June 2017 - March 2019

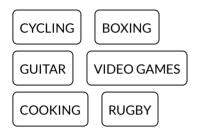
Working at Fathom provided me with the opportunity of working alongside a number of highly-skilled professionals on a diverse range of challenging frontend web projects. The majority of my time was spent working with React, but was also fortunate enough to acquire hands-on experience with React Native,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



## **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 frontend 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