



Andrew James

Senior engineer | London, UK

Contact

 ajames.dev

 contact@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	★★★★★

Interests

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.

Experience

Senior engineer

BCG Digital Ventures
April 2019 - Present

Each digital venture at BCGDV involves members from various cohorts working together to deliver a go-to market product for a startup business. Each development cycle typically lasts between six to nine months with three major milestones (MVP, Alpha, and Beta), which is then handed over to a newly-recruited team to continue development.

As a senior engineer it is my responsibility to support leads in pushing the product forward and mentoring associates wherever possible. I'm ultimately responsible for collaborating with design, UX, growth, and product team members to engineer a robust and well documented product that can be handed over and taken to market by the business.

Frontend engineer

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

REACT

REACT NATIVE

GATSBYJS

GRAPHQL

CSS-IN-JS

Hobbies

CYCLING

BOXING

GUITAR

VIDEO GAMES

COOKING

RUGBY

References

Written references available upon request.

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.

Associate engineer

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 engineer, 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 engineers.

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

