Andrew James Dick

Frontend developer | London, UK

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 andrewjdick

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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	★★★★★
JavaScript	★★★☆☆
Git	★★★☆☆

Professional Profile

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

Work Experience

FRONTEND DEVELOPER

Fathom / Feb 2015 - June 2017

Working at Fathom has provided me with the opportunity of working alongside a number of highly-skilled professionals on a diverse range of challenging front end web projects. The majority of my time has been spent working with React, but I've also been fortunate enough to get hands-on experience with React Native, GatsbyJS and Angular 2.
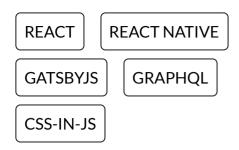
Alongside the tech stack, my time at Fathom has also encouraged me to advance my public speaking, writing, and introduced me to boxing and cycling outside of work.
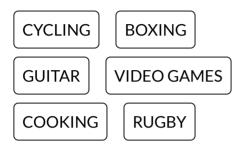
ASSOCIATE DEVELOPER

Cohaesus / Feb 2015 - June 2017

I have over two years of experience working in teams of various sizes on commercial front-end web projects. Originally hired as a Trainee developer, I've since progressed through Junior and into the Associate role by completing several technical segments and consistently delivering client-based work to my highest possible standard.

Interests

REACT REACT NATIVE

GATSBYJS GRAPHQL

CSS-IN-JS

Hobbies

CYCLING BOXING

GUITAR VIDEO GAMES

COOKING RUGBY

References

Written references available upon request.

- Contributed to commercial projects on-site at top advertising agencies.
- Experience with both Agile and waterfall project environments.
- Led internal projects, and provided in-house technical support.
- Worked on both green-field projects and inherited legacy code.
- 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 primarily responsible for identifying defects, errors, and failures in the 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.
- Led a small team of four on previously unreleased alpha content.