Andrew James

Senior developer | London, UK

✉ contact@ajames.dev

🌐 ajames.dev

 phunkren

 ajamesdev

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 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

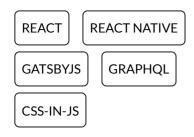**Fathom / June 2017 - March 2019**

Working at Fathom has 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 has been spent working with React, but I've also been fortunate enough to acquire hands-on experience with React Native, GatsbyJS and Angular 2.

Over the years, Fathom has helped to 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. Finally, the top priority is always the best possible User Experience.
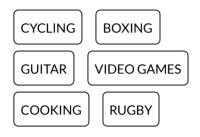
Alongside the tech stack, my time at Fathom has also encouraged me to present at the internal tech meetups, publish blog posts, and introduced me to boxing and cycling outside of work.

ASSOCIATE DEVELOPER

Interests

REACT   REACT NATIVE

GATSBYJS   GRAPHQL

CSS-IN-JS

Hobbies

CYCLING   BOXING

GUITAR   VIDEO GAMES

COOKING   RUGBY

References

Written references available upon request.

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 client-based work on time and to my highest possible standard.

- I primarily worked with HTML and CSS frameworks, but also had the opportunity to experience 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 primarily 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