JAMES PICKUP

DEVELOPMENT TEAM LEAD ⚲ CHESTER, CH2 3FB ☎ +44 7792 540 861

⊙ DETAILS ⊙

16 Hoole Gardens, Chester, CH2 3FB
+44 7792 540 861
jamespickup2@gmail.com

⊙ LINKS ⊙

www.jamespickup.co.uk

www.linkedin.com/in/jamespickup1

www.github.com/CherryCoder91

⊙ SKILLS ⊙

C#

.Net Core

.Net Framework

.Net Standard

WebApi (REST) | gRPC

Angular | Typescript

Amazon Web Services

Microsoft Azure

Unit Tests | Automated Tests

Microservice Architecture

Monolithic Architechture

Git, Jira, Confluence, Jenkins

Agile, Scrum, Solid

Team leadership, mentoring

Distributed Computing

Angular Evangelist

⊙ HOBBIES ⊙

Gym, Gaming, Mountain Biking,
Travelling

👤 PROFILE

A software engineer with a craving for technology, backed by a computer science degree, enterprise experience and a huge stash of coffee. Interested in 3D rendering, cloud platforms and challenging the great unknown.

💼 EMPLOYMENT HISTORY

Development Team Lead at Relex Solutions
January 2017 — Present

As a Development Team Lead and Solutions Architect, I designed, documented, and implemented the Relex Store platform. This platform used a distributed, microservices architecture originally deployed to Amazon Web Services and more recently is being migrated to Azure. I identified and evaluated appropriate solutions, including applying the use of emerging technologies such as software containerization to challenge the status quo and build a market leading solution. Some important components I developed in this role include:

- Localization strategy and toolkit for Relex Store's user interface.
- Event Bus SDK for asynchronous integration of microservices.
- Migration from .NetFramework to .NetCore including Windows to Linux.
- Logging and monitoring utilities across all microservices using Serilog, Prometheus and Grafana.
- Performance work on a barcode scanning library utilizing WebAssembly.

The role required me to lead a team of developers across several countries. I mentored the team including internal tech talks. I was also responsible for the interview process and hiring of new employees to the development team for Relex Store.

Senior Software Developer at Relex Solutions
January 2016 — January 2017

As a senior software developer (full stack) I implemented the Relex Store platform and its surrounding tools. I was responsible for building the user interface and its core features from the ground up including, custom dashboards, dashboard cards, user interface components for both domain and widget modules including their associated services. The most notable achievement in this role was the implementation, maintenance and extension of a unique data driven, fully interactive and real-time collaborative 3D rendering engine pipeline alongside another key developer. This included the development of supporting microservices and their domain responsibilities. Key technologies in this role include Angular, RXjs, WebGL, .NetFramework, SignalR (Websockets), MySql, S3, Redis, DynamoDB and others, deployed on Amazon Web Services.

Software Developer at Galleria-RTS
September 2014 — January 2016

As a software developer I had ownership of a thin-client Silverlight application supported by WCF services. This progressed into implementing a new version of the flagship product 'CCMV8' from the ground up. This was a multi facet on premise MVVM WPF application with associated windows services, database management utility, sync tool and WCF services. These were all being migrated and re-imagined from a VB6 WinForms application. Sitting at the core of the business domain I developed complex and elaborate algorithms that also had to be engineered for performance both in terms of resource and execution speed. Notable highlights were the implementation of a real time autofill process (lightweight optimization) and writing workflow tasks built on an in-house workflow engine. The most challenging highlight was creating file conversion code libraries between an in house binary file format to rival company file formats. This required extensive reverse engineering which I led on to great success and was monumental in acquiring new customers.

Graduate Software Developer at Galleria-RTS
August 2013 — September 2014

In 2013, I decided to leap away from my previous development platform, Objective-C and the cocoa touch framework in favor of new challenges. I joined Galleria-RTS where I was Initially appointed as Graduate Software Developer. The roles initial focus centered around full-stack on-premise C#, .Net, WPF development including database technologies such as SQL and VistaDb. This included implementing bug fixes to multiple existing applications from a suite of software and extended into the development of new features. I also developed and maintained the InstallShield packages. One highlight was implementing a logically complex notification system as the sole developer on the feature overseen by a technical architect.

EDUCATION

Computer Science (BSc) First Class Hons, University of Chester
September 2010 — July 2013

Computer Science Student whose dissertation topic was development of an iOS application which implemented a 360° panoramic engine created using native iOS technologies (QuartzCore).

SKILLS

API / Programming:

C#, .Net Core, .Net Framework, .Net Standard, WebApi, Docker

Frontend / UI:

Angular (v2 – v9), SignalR (Websockets), Web Assembly, Typescript, RxJS, Three.js (WebGL)

Data Store / Event Bus:

RabbitMQ, Redis, DynamoDb, MySql, T-SQL

Unit and Automated Tests

NUnit, xUnit, Jasmine, Karma, Fluent Assertions, Moq, Specflow, Selenium, Tesseract

Monitoring & Logging

Prometheus, Grafana, SeriLogger, Sumologic

Version Control

Git (BitBucket, Gitlabs, GitHub), SourceSafe

Tools

Visual Studio 2010-2019, Visual Studio Code, ReSharper, Jenkins, Postman, Gitlab Pipelines, GitKraken, WSL & WSL2

REFERENCES

Available upon request