Daniel Cassell

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Previous role	Lead Developer at Avonvale Bowls
Experience	Sports, Gaming, Entertainment
Technologies	TypeScript, Figma, Next.js, Contentful, React, CSS, HTML, JavaScript, JIRA, Redux, React Native, Node.js, Postgres, Seque...

Right now I'm learning…
How to effectively use GraphQL to help with efficient data fetching and flexibility.

Work experience

Lead Developer, Avonvale Bowls 🟠   Apr 2024 – May 2024 (1m)

Sports

`TypeScript` `Figma` `Next.js` `Contentful`

- Created a modern website for a Bristol-based bowls club using Next.js and TypeScript.
- Optimised frontend architecture to improve user experience and performance.
- Integrated Contentful, a headless CMS, for managing dynamic content like fixtures, results, news posts, and photos.
- Facilitated seamless content updates and publishing by implementing Contentful, ensuring adaptability and scalability for future improvements.

Mid Frontend Developer, Pulselive 🚩   Nov 2021 – Mar 2024 (2y 4m)

Manage online sports profiles.
Gaming · Entertainment · Sports

`React` `CSS` `HTML` `JavaScript` `JIRA`

- Led the Premier League's comprehensive rebranding in late 2023, including design overhauls across all pages.
- Implemented new features to enhance Match Centre functionality, site performance, and readability.
- Developed key pages independently, such as the Awards Page and Man of the Match Page, ensuring seamless integration with existing site architecture and design standards.
- Contributed to the design and full-stack development of small-scale features, including promotional campaigns for new Premier League initiatives, enhancing user engagement and site usability.
- Provided ongoing bug fixing and support for Business As Usual (BAU) tasks, maintaining site stability and performance.
- Heavily involved in the migration of the ICC's main website from vanilla JavaScript to Preact, enhancing performance and maintainability.
- Developed a fully customizable white-label site framework, allowing ICC to tailor it for each specific tournament and event.
- Designed and implemented Criiio, a microsite aimed at promoting cricket among children, fostering engagement and participation.

Created with **otta**

Software Engineer, Adventour ▦   Jan 2021 – Jul 2021 (6m)

TypeScript   Redux   React Native   Node.js   Postgres   Sequelize

- Revolutionized traditional tourism by creating interactive city tours that offer immersive cultural experiences.
- Led front-end development efforts in a team of 4 engineers, focusing on design and implementation of front-end logic.
- Played a key role in database organization and schema design for optimal efficiency.
- Strategically implemented Redux into the application to enhance functionality.

Software Engineer, Movie Mapper ▦   Dec 2019 – Nov 2020 (11m)

React   MongoDB   TypeScript   Node.js

- Movie Mapper is a web app for users to find famous movie locations on a world map.
- – I joined a production team of 2 engineers responsible for product maintenance.
- – Improved performance and refactored the front-end from JavaScript to TypeScript.
- – Implemented testing throughout the front and back end using Jest and React Testing Library.
- Additional Tech Stack: Mongoose, Mapbox, Express

Management Accountant, UK Ministry of Defence ▦   Jan 2018 – Nov 2019 (1y 10m)

- Defence Digital provides the Ministry of Defence with all of its IT equipment.
- Producing summaries of all of our team's financial positions to present to senior management.
- Leading monthly meetings designed to evaluate each team's likelihood of reaching their yearly spending budget. Producing formulated Excel programmes designed to automate time-consuming tasks.

Education

CodeWorks   Jun 2021 – Sep 2021 (3m)

Software Engineering

- React / ReactNative
- Express / Node.js
- JavaScript / TypeScript
- HTML / CSS

Snippets

F3
F3 is an app designed to help a group of friends record and track their football games in a fun and engaging way and suggests teams based on the input received. Created the algorithm F3 uses to produce fair teams each week based on previous game results. I built the app from the ground up, developed the front end and back end, and designed and implemented the underlying API and data modeling.
Tech Stack: React, Express, PostgreSQL, Sequelize.

More about me

I like to work with people who...

Embrace new ideas and enjoy learning and implementing new technologies.

Right now I'm learning...

How to effectively use GraphQL to help with efficient data fetching and flexibility.

I want to work for a company that...

Offers continuous learning and professional development opportunities, and promotes a collaborative work environment.

Interests

Generally being active (especially cycling and playing football), playing musical instruments (piano, drums, saxophone), watching Marvel films.