Paul Marrable
Web Developer

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Personal Profile

I am currently a full stack developer for the New Media department at Listers in Stratford. I also run an independent video game studio called Flump Studios.

I have been developing software and games for over 25 years and I have maintained a strong passion for software development, with the art of clean coding being of particular interest. Over the years I have gained experience developing with C#, C++, Javascript, Typescript, Python, VB, Lua, Unity 3D, HTML, CSS, SASS, AngularJS, ReactJS, ASP.Net, SQL and various other languages and frameworks.

As a web developer, my current preferred stack is C# .Net Core 2+ , Entity FW core and ReactJS with Redux.

Work Experience

Full stack web developer
Jan 2018 - Present

API, Web app and website design and development. Currently leading the development of a web API and SPA data store project using .NET Core 2+, React with redux, and MSsql with Entity FW core.

Full stack web developer
Apr 2016 - Jan 2018

Web app, API, website design and development. Working primarily with C# .NET and .NET Core, React, AngularJs, Umbraco and MSsql with Entity FW Core and ADO.

Video Game Developer
Jan 2011 - present

Design and developerment of independent video games, both solo and part of a small team. For my more recent projects I have been using Unity3D with C#, moving over from C# with XNA/Monogame to aid development speed. For many years Flump Studios was my full time job, until my first son was born and decided I needed something more stable.

Key Skills

C#
.NET Core
React JS
Typescript
HTML/CSS/JS
SQL/Entity Framework
TDD
GIT
Agile

Education

Uxbridge College
09/1997 - 07/2000

GNVQ in IT
BTEC National Diploma in Computer studies