

Warren Roche, Front-End Developer. MSc, BA

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Since my master's graduation in 2019, I have worked as part of Akka technologies as a front end developer, working with a diverse ecosystem of technologies for a long-standing worldwide production-live Quality Control application. Professionally I work with the Angular – Ionic – Typescript stack, and implement Rxjs reactive programming. After focusing on this project for over a year and building my skills in a diverse team environment in one of the most beautiful cities of the world, I am now looking to broaden my horizon's. Apart from my experience, what I intend to bring to the table is a passion for learning and improvement of code, and a patient and hard-working nature. I also care about bringing out the best performance from my teammates and striving towards an efficient work environment, as per the Tuckman group development model, for example. I believe there is something to be learned from everyone.

Employment

2019 – Current

Front End Developer – Akka technologies

Geneva – Munich

Responsibilities:

- Design and implement new feature requests from PO using HTML 5, SCSS; Typescript, Rxjs.
- Planned and worked on a complete app migration from Angular 5 and Ionic 3 to Angular 8 and Ionic 4.
- Refactor and optimize legacy code.
- Design and implement mobile friendly, cross-platform (Android, iOS, and Chrome Browser) user-interfaces.
- Liaise with the UI and UX team to come to the most appropriate design solutions for the app.
- Perform scrum master duties like splitting epics into stories and then into sub-tasks, or leading the daily etc.
- Communicate in fluent German within a diverse team.
- Propose app improvements, then implement them where appropriate.
- Deploy our Front-End internally and to production servers using Jenkins.
- Managed all code changes using Bitbucket and Sourcetree.
- Debugging and bug-fixing.
- 24/6 on-call support for the app in a 1 week/month rotation.
- Handle occasional ITSM support tickets from production.
- Configure migrated project to work with Jasmine, Sonar, and Selenium.
- Build the project using NodeJs.
- Develop, debug, and build for iOS using Xcode
- Extensive use of the Webstorm IDE.
- Work closely with QA testers and our dev-ops engineer.
- Peer review of pull requests.

- Strived to nurture a learning environment in the team, analysed and current and future design choices in the code base.
- Engage in pair programming.

July 2015 – June 2017 **German Speaking Senior Technical Support Adviser**
Apple Distribution International, Cork

June 2013 **Volunteer: Traffic Management and Family Camp Assistant**
Body and Soul Festival, Mullingar

July 2008 **Shop Floor Assistant**
Pettitt's SuperValu, Wexford

Education

2017 – 2018 **MSc Creative Digital Media (2.1 honours)**
 Technological University of Dublin
Modules:

- Games Systems.
- Games Programming.
- Project Definition and User Experience Treatment.
- Production and Prototyping.
- Information Modelling.
- Design Practice.
- Authoring Principles.
- Digital Media Tools.

2011 – 2015 **BA English and German (2.1 joint honours)**
 National University of Ireland, Maynooth
 Erasmus year in Bielefeld, Germany.
Additional First Year Subject: Psychology

Skills

Programming: Typescript (production experience), C# (university experience)
Code Architecture: Object-oriented programming, SOLID design principles, Design Patterns, extensibility and reusability, dry.
Digital Media Tools: Photoshop, Premiere Pro, After Effects, Audition, Blender, Unity.
Interpersonal: Collaborative, patient, empathetic.
Development: Jira, Jenkins, Agile, Trello, Github, Sourcetree, Xcode, Webstorm
Languages: Native English speaker, Professional fluency in German.

Interests and Activities

- Reading.
- Blender and Programming.
- Fitness.

Referees

References available on request