KIT HAMM

Freelance Developer

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O Devon, UK

SKILLS

Frontend: Next.Js, React.Js, TypeScript, JavaScript, Tailwind, Sass

Backend: Prisma, PostgreSQL, GraphQL, REST APIs, Ubuntu, Nginx

Game & AR: Unity, C#, Lightship ARDK, OpenCV

Other: Git, Digital Ocean, UI/UX, Problem Solving, Agile Methodologies

SUMMARY

I am a versatile Freelance Developer with expertise in web applications, interactive experiences, and custom software for art installations. Specializing in Next.js, React.js, TypeScript, Tailwind, HTML/CSS, and proficient in Unity and C#, I bring a broad skill set honed through diverse freelance projects. A quick learner and passionate about acquiring new skills, I am now seeking a full-time opportunity to leverage my problem-solving abilities and development strengths.

WORK HIGHLIGHTS

Yoga Class Booking Website

Full Stack Developer | October 2024 - Ongoing

Developing a yoga class booking platform allowing instructors to manage class details, pricing, schedules, and student attendance. The system includes a basket and checkout process, laying the groundwork for future Stripe payment integration. Students can book classes as guests or create accounts to manage their bookings and balances.

kitmakesthings.co.uk/projects/yoga-booking

Next.Js | TypeScript | Tailwind | Prisma | PostgreSQL | Nodemailer | Digital Ocean | Ubuntu | Nginx

Company Website with Custom CMS

Full Stack Developer | February 2024 - December 2024

Rebuilt a company website, migrating from WordPress to Next.js with a PostgreSQL backend and a custom CMS. Handled the configuration of the database, server, API routes, CDN, and developed a comprehensive and secure dashboard for content management, improving performance and scalability.

kitmakesthings.co.uk/projects/tmw-next
themediaworkshop.co.uk

Next.Js | TypeScript | Tailwind | Prisma | PostgreSQL | Nodemailer | Digital Ocean CDN | Ubuntu | Nginx

Live Update Leaderboard

University of Plymouth | 2016

Full Stack Developer | August 2023 – October 2023

Built a live-updating leaderboard for a gaming competition at an exhibition. Developed with React and Strapi, the leaderboard displayed real-time scores, updated by a moderator via an admin area. The system ran for 4 days, resetting scores daily, and included a view to show either the highest daily score or from the entire exhibition. Strapi managed participant data, with the front-end polling frequently to ensure accurate display.

kitmakesthings.co.uk/projects/live-update-leaderboard

React | Sass | Strapi | GraphQL | Digital Ocean | Ubuntu | Nginx

Introduction to Computer Science