

LoganAlleyne

Web Developer

Contact

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 Brighton & Hove

About

I am passionate about creating beautiful and accessible user experiences, striving to find the perfect balance of aesthetics and usability while writing clear and easy to maintain code.

My goal is that if anyone interacts with something I've made they'll be happy, whether they're the user or a developer. It is also important to me that my work has a positive impact on the world in some way.

Education

[Computing for Digital Media \(BSc hons\)](#)

[University of Sussex](#)

Modules include:
Web 3D Applications,
Human-Computer Interaction, Technology Enhanced Learning, and Software Engineering.

[BTEC Level 3](#)

[Extended Diploma IT](#)

A two year A-level equivalent IT course

Skills

Technology

HTML

CSS & SCSS

TailwindCSS

JavaScript

TypeScript

Vue

Vuex/Pinia

Nuxt

Node

Laravel

GitHub

XML

REST APIs

Vite

Vitest

Software

VS Code

Creative cloud

Illustrator

Photoshop

InDesign

Postman

Experience

Technical Production Manager

[BrandStencil | Hove | February 2021 - Present](#)

Working on a charity focused templating & brand management SaaS. I am responsible for all template output. Building the vast majority personally and overseeing the hire, management, and output of freelancers & temporary team members when needed. Working with QA and Project Managers to ensure consistent, high quality, pixel perfect, dynamic templates with a very strong focus on UX and accessibility.

I am also responsible for maintaining and developing the front end of the application, designing & building new features, interpreting and implementing both internal and external requests, and improving the existing application's UX and accessibility.

Technology: HTML, SCSS, Tailwind. PHP, Laravel, Blade, JavaScript, Vue, Vuex, REST APIs, XPath, XML, JSON, YAML, Docker, MySQL

Junior Product Developer

[ReedPop | Brighton | July 2020 - December 2020](#)

Working as a Junior Front-end web developer I maintained and updated an array of different sites, including Eurogamer.net and RockPaperShotgun.com. I also helped to build all new digital events sites for very large digital only events such as PAX x EGX for which we had over 12 million impressions.

Technology: Django, Python, Wordpress, PHP, Docker

Technical Operator

[The Edit_ | Brighton | September 2019 - July 2020](#)

Working in television post-production, helping with assistant editing and technical support, with a broad number of responsibilities and a variety of challenges daily in a high pressure environment as part of a small highly collaborative team.

Technology: Avid Media Composer & NEXIS, PC Hardware, Networking