

Calum Peak - JavaScript Engineer

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An engaged individual with a 'can do' attitude who thrives on solving problems with code and getting stuck into a wide range of technologies. Well versed in high performance JavaScript across both client and server to serve at scale. Actively engaged in the community; attending monthly meet-ups and conferences as well as supporting others. Furthermore, currently working on various personal projects to hack around with new toolsets, frameworks and the latest technologies to develop self and share ideas and best practices.

Open Source Projects

CRYPTOTRACKR (WIP)

Crypto-currency 'stock' ticker dashboard. SPA built on top of React, Redux, D3, Node.js and Material Design standards. Allows users to build a customised view of all their preferred currencies in real time and drill down into further detail, follow up to date news, and view the markets.

Location: github.com/echoes221/cryptotracker

TROPHY DRAW (WIP)

Playstation Network (PSN) achievement/trophy viewer. SPA built with Angular 1.x, Node.js and Material Design standards. Grabs the users public trophy details based on their PSN ID and displays information in a card based UI. Further work includes pulling game information from Giant Bomb's game library API.

Location: github.com/echoes221/trophy-draw

Experience

JAVASCRIPT ENGINEER, VIBRANT MEDIA – MARCH 2016 - PRESENT

Developing the core platform of Vibrant and implementing features and new products across the stack. This involved building high performance client code in native JavaScript and creating middleware micro-services to handle 1000's of concurrent requests a second in Node.js. All of this culminates into an efficient service that has the client installed as a widget on more than 60K partner sites serving more than a million users and page sessions per day through our servers. Further, successfully streamlining the migration process from, and sunsetting the legacy stack.

Spearheading, modernising, and maintaining internal tooling to support teams across the business from debuggers and inspectors, to full fledged demo builders. All tooling was built on top of React (& Redux), Node.js, MySQL and AWS.

Stack: Node.js, Express.js, AWS, Aerospike, Docker, MySQL, Nginx, JavaScript: pure native with support for IE8 and Mobile. ES6, React (& Redux), Angular 1.x for internal applications. TDD & Unit Testing: Mocha, Sinon, Chai. Bundlers: Gulp, Webpack. CI: Jenkins, Marathon, Mesos, ZooKeeper.

JUNIOR JAVASCRIPT ENGINEER, VIBRANT MEDIA – JANUARY 2015 - MARCH 2016

Involved in building the new core platform of Vibrant to replace the legacy stack to meet new MVPs. Decoupling existing products and and porting them to separate asynchronous easy to include library for the new core platform to reduce weight and load times.

During development of the new stack was also responsible for maintaining the legacy platform and implementing required features which ranged from integrating with VAST compliant video players to new launching mechanisms. Also maintained ownership of creative QA across the business and mentoring others in the field.

Stack: JavaScript: Pure native with support for IE8 and Mobile, easyXDM, JWPlayer, jQuery for creative types, Angular 1.x for internal applications. MySQL, Nginx. Bundlers: Make.

CAMPAIGN MANAGER, VIBRANT MEDIA – JUNE 2013 - DECEMBER 2014

Overseeing advertising campaigns through entire lifecycle; Booking, delivery optimisation and insights. Ownership of complex setups and responsible for Group M, Unilever and P&G agencies. Responsible for creative QA (Testing & Technical Issue resolution) across Europe and US departments. HTML5 creative product owner and further technical team support.

Stack: HTML, CSS, JavaScript, AdTech, MediaMath.

JUNIOR CAMPAIGN MANAGER, EMAP – MAY 2012 - JUNE 2013

Ad Operations across EMAP's brands handling inventory management, booking, optimisation and reporting. Integrating new sites and pages into our ad server remit via XML and actively involved in development of new ad formats, HTML email design and data sets for scheduling and reporting.

Stack: HTML, CSS, XML, AdTech, Madison Logic.

Education

Oxford Brookes University – BA (Hons) Business & Management (2:1) 2009 - 2012

Modules: E-Business, Creativity and Innovation, Strategic Decision Making, Strategic Management, Consultancy, Accounting for Decision Making, People Management, Enterprise and Entrepreneurship .

Keywords: JavaScript, OOP, ES6, ES5, Functional Programming, Event Driven, Design Patterns, Node.JS, Mobile, Native, React, Redux, MobX, Flux, Webpack, Gulp, Grunt, Angular 1.x, ElasticSearch, Aerospike, Memcached, AWS, S3, Express.js, Mocha, Sinon, Chai, Jest, Phantom.js, HTML5, CSS, CSS3, SQL, NoSQL, MongoDB, CI, Jenkins, Travis, Marathon, ZooKeeper, Heroku, Digital Ocean, Version Control, Git, microservices