Matthew Balaam

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Strong front-end developer able to adapt to full-stack within team projects. Agile learner with a curiousness toward innovative problem solving, and eagerness to update skills.

Main skill set in JavaScript, CSS, HTML with experience using reactive frameworks and cross-browser knowledge.

Previous background in graphic design and multimedia with an eye for accuracy and the little details to make projects stand-out.

This CV is built as a bespoke React app, review on Bitbucket.

Technologies

- JavaScript, TypeScript
- CSS and processors
- HTML

- React
- Redux
- GraphQL, Apollo

- Jest
- Node
- Webpack

Experience

2018 – Current
Software developer

Pure360

pure360.com

Building a React/Redux/Typescript SPA interfacing with the API layer using REST for handling customer creation and scheduling of multi-channel marketing campaigns.

Notable projects included building a graph-style decision tree with a clear simple graphic interface for multiple journeys of customer engagement and working with UX to create a new image editor. Writing automated testing for all code.

Initially working in a 2-week sprint SCRUM sytem, before using a 6-week cycle inspired by Basecamp's Shape Up methodology.

2018 – 2018
JavaScript engineer

Simpplr

simpplr.com

Building features on two React single page web apps in the corporate intranet sector. One an established product using React and Redux, and a more modern product using React with Apollo/GraphQL.

Working in an Agile enviroment using elements borrowed from Scrum and Kanban methodologies

2017 – 2018
Software developer

Filmstro

filmstro.com

Building cross-platform adaptive-music desktop app Filmstro Pro: A React/Redux app inside Electron using a lower-level audio binary.

Building new features, improving performance and fixing bugs. Providing input on UI and UX from prototype to final feature. Migrated build tool and writing automated end-to-end tests.

Working on corporate website, working using a Kanban Agile framework with daily stand-ups. Meeting with the product owner other devs to prioritise stories, tasks and bugs.

2013 – 2017
Front-end developer

New Era Education Ltd.

neweraed.co.uk

Working in a team on DB Primary, a safe, easy-to-use internet experience for pupils and teachers with a Java backend.

Creating interactive learning materials and assessed games. Developing an easy-to-use activity builder tool allowing teachers to set their own quizzes and surveys.

Sole developer on public-facing websites with SilverStripe (PHP) providing an CMS driven MVC framework.

2009 – 2013
Developer and designer

Freelance

matthewbalaam.co.uk

Building bespoke responsive websites with concise, accessible, standards compliant, device responsive HTML and CSS, JavaScript and PHP to work over all major browsers.

Designing and developing interactive E-learning courses at all stages from art-direction to final built course. Creating a wide range of printed materials, emails and animated banners.

2001 – 2009
Graphic designer

Newsquest Media

Design conception through to final artworking on a very broad range of print and digital projects. Working in a collaborative design team. Liaising with all departments, as well as external clients and printers.

1997 – 2001
Artworker

Archant Media

Mostly print-based work using applications including Illustrator, Photoshop, Fireworks and QuarkXPress in a time-critical daily newspaper work environment.

Education

Southampton Solent University

Media and Cultural Studies

BA (Hons)
1993 –1996

The practical half of this degree covered web design, television and radio production, desktop publishing, journalism and photography. These creative practices were informed by studying strands of critical theory with an emphasis on how these can assist the creative process.