

# Richard Kennedy

Frontend developer



## PROFILE

I graduated from Hyper Island's frontend development program and am currently an intern at Mobiento/Deloitte Digital in Stockholm, Sweden. I'm a passionate, inquisitive, and determined creative misfit. I enjoy the daunting face of failure and love to be challenged. Although I operate best in a team situation, I have a good capacity to work solo. Most of all I am eager to learn and look for any opportunity to better my skills as a developer. I'm currently searching for a junior frontend role to launch my career as a Frontend developer.

## EXPERIENCE

### Frontend Developer Intern

Mobiento / Deloitte Digital

Sep 2022 - Present, Stockholm

Building an Unsplash clone as my intern task. And continuing to really deep dive into React | Typescript | Unit Testing | Bitbucket

### Hyper Island

Frontend Development program

Aug 2021 - Present, Stockholm

Currently studying frontend development at Hyper Island.

Project-based learning both individually and in teams.

Adapting an agile mindset to my development process and learning to create beautiful, functional, practical and all in between - web applications.

### Industrial/Commercial Electrician

Norrskens Elinstallationer

Jan 2016 - Aug 2021 - 5 years, Stockholm

### Supervisor Construction Electrician

Civmec Engineering & Goodline electrical

Jan 2015 - Dec 2015 - 1 year, Port Hedland, Australia

### Apprentice Electrician

Changeovers PTY LTD

Jan 2011 - Jan 2015 - 4 years, Perth, Australia

## CONTACT

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## Education

**Frontend development Full-time Diploma**

Hyper Island

2021 - 2023 Stockholm, Sweden

**CERTIFICATE III in Electrotechnology**

**Electrician**

North Metropolitan TAFE

2011 - 2014, Perth Australia

## Industry Knowledge

Product Design & development

Agile development process

Working in teams

SEO & Accessibility

Wire framing

Prototyping

Design Research

## Skills

ReactJS | Javascript | Typescript | html |  
CSS | SCSS | Tailwind | Next.JS | Jest | API  
Firebase | MongoDB | Github | Bitbucket |

## Hobbies

Coding, Surfing, Snowboarding, Coffee,  
Interior design, Fashion, MUSIC

## Language

English (professional)

Swedish (learning)

## Reference

Will happily provide on request

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## Professional Highlights

2022 -

### **Unsplash Clone** - (React / Typescript / Tailwind / Jest )

Re-creating Unsplash using the Unsplash API.

This project comes with a clean UI that features a search-bar, the classic unsplash masonry grid layout for my image gallery, a category list that routes dynamically, placeholders for slow loading and its all responsive. What I learned the most from this project is the importance of testing and how to write a way cleaner code for eg - useContext as oppose to prop drilling, re-using components and functionality.

2022 -

### **E-commerce Happenings** – An experience package

Frontend & Backend ( React / Tailwind / JavaScript / MongoDB )

I collaborated in a team to build and deploy an e-commerce application that provides experiences such as whale-watching, salsa dancing etc, where all products chosen are taken through a checkout process. I was responsible for the database architecture, developing user friendly interactions, responsiveness, rendering the items in the database and creating an individual information page for selected items.

2022 -

### **3D GAME WHACK-A-CRAB**

Frontend ( JavaScript / A-frame )

I built and deployed a 3D game that I presented at the Hyper Island game conference. I implemented 3D models and a 3D environment into the game that is interactable through the use of JavaScript and A-Frame functionalities.

2022 -

### **WEBSITE Travel advice**

Frontend & Backend ( Next.js / React / Tailwind / MongoDB )

I Built and deployed an application that allowed users to search for a country or city and be given advice on where to eat, stay and discover. I created a database that stores content and uses a frontend stack of Next.js, React and Tailwind to render the content.

2021 -

### **ARCADE GAME Space Invaders**

Frontend ( JavaScript / Phaser.js )

I collaborated in a small team to build and deploy a 2D game using Phaser.js. This game was to be presented to the Hyper Island FED23 class once complete. I was responsible for creating a parallax background, shooter functionality, invaders to disappear on collision and a scoreboard.



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