

# Vanessa Bizzell MArch

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## Profile

I really enjoy solving problems with code and am dedicated to learning new skills to build better every time. I am looking for a role working alongside talented people who share my drive to create and improve great products.

With a background in the construction and design industry, I bring a practical and results-driven approach to software development. After taking time to care for my family, I pursued a career transition through an intensely hands-on bootcamp, where I've gained skills in building full-stack software. I'm actively building on those skills with personal and local-community projects.

## Skills

### Technical Skills

- + **Javascript** - also experienced using **Node. JS** platform and javascript libraries.
- + **Typescript** - experience using Typescript, particularly in an **Angular** and **Express** context.
- + **HTML** - including experience using semantic tags and understanding accessibility.
- + **CSS** - including experience with the **TailwindCSS** framework.
- + **React** - experience building apps using **NEXT.JS** framework.
- + **Angular** - experience with building apps including developing card, form and navigation components.
- + **MongoDB** - experience creating databases, building apps and using **Mongoose** ODM library. Awareness of SQL databases.
- + **APIs** - experience with using external APIs and creating APIs using the **Express** framework.
- + **Version Control** - experience using **Git** and **GitHub** both individually and in teams.
- + **Debugging & Troubleshooting Skills**
- + **Code reviews** - experience reviewing other's code and implementing feedback received from review of my code.
- + **Pair Programming** - experience with this via VS Code Liveshare and via Microsoft Teams.
- + **Cron Scheduling** - experience scheduling cron jobs for automation of functions.
- + **Cloud Platforms** - experience with building software for cloud platforms including Vercel and Render. Understanding of other leading platforms like AWS and GCS.

## Project Skills

- + **Agile methodologies** - experience with using agile project flows and Kanban boards (**Trello** and **Github Projects**).
- + **Project Management** - 10 years managing architectural (construction) projects using RIBA Plan of Work. 2 years managing book illustration projects. Recent experience managing group project software development.

## Design Skills

- + **Figma** - experience using Figma to design UI (user interfaces) and communicate design intention with colleagues and clients.
- + **Canva** - 2 years producing marketing materials (print & digital) for community organisations and personal projects.
- + **CAD (including BIM)** - 10 years using CAD software including Autocad and Revit to deliver excellent building documentation and presentation drawings.
- + **Image design** - 5 years experience producing illustration for books and media. Using hand-drawn techniques and software including **Procreate** and **Adobe Creative Suite**.

## Selected Projects

### Writing Prompts App

Deployed – <https://writing-prompt-frontend.vercel.app/>

Github – <https://github.com/VanessaBizzell/WritingApp>

Creative writing app that prompts daily writing practice and allows the user to build a personal library of work or share for community review. The application uses React within the Next.JS framework and is written in Javascript. The backend was built using Node, Express and MongoDB and serves an API which is linked to the React frontend.

### Weather App

Deployed – <https://weather-app-ten-indol-30.vercel.app/>

Github – <https://github.com/VanessaBizzell/Weather-App.git>

Weather App which pulls its data from an api to display current and future weather. Display changes according to temperature in the city selected. The application uses React within the Next.JS framework and is written in Javascript. The UI was designed in Figma and utilises copyright-free images generated using DALL-E AI.

### Castle Adventure Game

Deployed <https://vanessabizzell.github.io/adventureTextGame/>

GitHub – <https://github.com/VanessaBizzell/adventureTextGame>

A retro text based adventure game. Explore the castle, talk to inhabitants and complete your quest. Written in Javascript, this uses Object Oriented Programming principles.

# Soundwave Music Sharing App.

Currently working on...a music sharing app that allows users to upload, share and comment on music. I'm using typescript within the Angular and Express frameworks.

## Experience

### **Freelance Illustrator** , Vanessa Bizzell Illustration - 2016-2022

- illustration for children's books including 'Who's Going to Pick My Nose?'. A book published to help children and young adults with disabilities understand a parent's passing.
- educational illustration - a series of phonic reader prototypes for an educational publisher.
- architectural illustration.
- Design process management, contract negotiation and marketing experience.

### **Architect**, 2004-2019

#### **Bluemouse Ltd (Sheffield)** 2009-2019

Director [set up own practice concentrating on domestic and small commercial architectural work including graphic design].

#### **Race Cottam Associates (Sheffield)** 2004-2008

Project Architect [working on healthcare projects, residential, industrial and commercial office developments]. Many of these involved complex regulatory frameworks and innovative sustainability approaches.

- Key projects include: Kendray Mental Health Unit - £11 million  
Butcher works (commercial residential) - £5.5 million  
The Crofts (office development) £4 million.  
Edlington School (successful PFI School Bid) - £23 million
- Member of the practice's Business Development Unit

#### **C2 Architects (Central London)** October 2001 – August 2002

Part 1 Architectural Assistant [working on mixed scale residential works and commercial office developments]

## Education

### **The Developer Academy Software Bootcamp – November 2024 to present.**

- Covered full stack development fundamentals.
- UI design

### **University of Sheffield Architecture School 2002-2005**

- Part 3 Professional Exams
- Masters in Architecture (with Commendation in Design)

### **University of Sheffield Architecture School 1998-2001**

- 2:1 BA (Hons) Architecture