<KRIS OLDRINI>

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PERSONAL STATEMENT

I am a Frontend Developer proficient in HTML, CSS and JavaScript, currently mastering Backend at Northcoders' Software Development Bootcamp, learning Node and SQL. Previously learned Python at Couch to Coder Bootcamp. With a Digital Media BA and fashion design experience, I bring keen attention to detail and a creative approach. I am eager to find roles in the education sector creating intuitive and engaging applications that make a positive impact.

PROFESSIONAL EXPERIENCE

Software Engineering Student

April 2024 – July 2024

Northcoders, Manchester, UK (Remote)

- Mastered JavaScript, Node.js, Express, SQL, and React to build full-stack applications. Improved collaboration and communication skills through regular pair programming sessions.
- Created a terminal-based Pokémon-inspired game using OOP principles, enhancing my understanding of game development. Tools: Inquirer.
- Developed and deployed an API and React app for a news website, demonstrating strong TDD skills to ensure reliable functionality. Tools: Supabase, Render, Axios, Netlify.
- Final Group project: applied Agile Methodologies to build a 2D mobile video game, effectively learning new technologies in a limited time. Tools: Godot, GDScript, Firebase Authentication, Cloud Firestore.

Web Developer Internship

October 2023 – March 2024

Artilab Gallery, Milano, Italy (Remote)

- Led the website redesign, enhancing online presence and user engagement.
- Mastered WordPress with Gutenberg editor and plugins, streamlining updates and functionality.

TECHNICAL SKILLS

Languages: JavaScript, Python, SQL, HTML, CSS, JSX, JSON, GDScript.

Tools: Node, Git, Express, Supertest, Jest, React, WordPress, Render, Supabase, Netlify, Godot, Firebase.

Other: Test-Driven Development, OOP, Pair Programming, Agile Methodologies, UX/UI Design, SEO, Figma, Adobe CC, Trello, Webflow, Email Marketing.

PERSONAL SKILLS

Problem Solving: Good at coming up with new ideas and finding ways to make things better and more engaging.

Attention to Detail: Proven track record in quality control, ensuring brand's luxury standards were reflected in the collection.

Strategic Thinking: Played a big role in the integration of digital pattern cutting at a previous role, leading to workflow optimisation.

Collaborative Teamwork: Works well with others, whether working with fashion design and production teams or leading projects in digital media.

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- Customised Gutenberg blocks with advanced CSS, ensuring a cohesive, branded aesthetic.

Fashion Product Developer

January 2019 - December 2020

Bamford, London, UK

- Managed the entire product development cycle from design to production, collaborating closely with suppliers and manufacturers.
- Innovated a standardised size grading system that improved garment fit quality, increasing customer satisfaction and brand loyalty.
- Implemented rigorous quality assurance protocols to maintain luxury standards, ensuring top-tier product quality.

Pattern Cutter

February 2017 - December 2018

Closet, London, UK

- Translated design sketches into patterns while supervising prototype and production stages.
- Introduced CAD software for pattern development, enhancing efficiency and shortening product development timelines.
- Showcased exceptional multitasking abilities by managing various production stages for 9-10 women's collections per year.

EDUCATION

Digital Media BA (Hons)

2021 - 2023

London Metropolitan University, UK

- Graduated with First Class Honours. Focus on Front-end Development, UX/UI Design and Game Design.
- Final Project - Sparkling App: Designed a gamified mobile language learning application, conducting user research and testing for engagement.
- Web Design Job Placement - Rob Moroto: Designed a real estate photography course website with a focus on UX and visual appeal.

Adaptability and Learning: Can quickly learn and apply new technologies, demonstrated by mastering programming languages and frameworks in short timeframes.

CERTIFICATES & PROJECTS

Couch to Coder: Python BootCamp

August 2023 - September 2023

BrightNetwork, London, UK (Remote)

- Took part in a Python introductory course, learning essential programming concepts like functions, loops, and algorithms.
- Performed data analysis using libraries like Pandas and Matplotlib.

Journey to Net Zero Hackathon

July 2023 - August 2023

Lloyds Banking, London, UK (Remote)

- Designed a digital solution to assist video game SMEs in calculating their current carbon emissions and plan for the UK government's 2050 Net Zero target.

INTERESTS

Video Game Playtesting: Take part in playtesting of unreleased video games, to gain hands-on experience in stress testing, finding bugs, and assessing game difficulty and playability.

Sudoku: Enjoy challenging myself with complex puzzles, to improve my logical thinking and problem-solving skills.

Languages: Being multilingual, Italian native and proficient in English, I am now learning Mandarin Chinese to expand my cultural awareness and communication abilities.

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