

Aaron Marr

Full-stack Web Developer

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Summary

I'm a full-stack web developer based in Cornwall. I have experience using a range of technologies and software development practices including:

- Front-end web development: React.js, Redux, JSX, Sass, JavaScript, ES6, Backbone.js, D3.js, jQuery
- Back-end web development: Node.js, Koa.js, Python (Wagtail), Ruby on Rails, Slim PHP, WordPress
- Design patterns: Functional, OOP, MV*, Redux, Composition, Observer
- Databases: Couchbase, Influx DB, Postgres, Mongo DB, MariaDB
- Sass architectures: BEM, 7-1, ITCSS, SMACSS, Atomic CSS
- Atomic Design
- Version control: Git, SVN
- Dev-ops: Google Cloud, Docker
- Test driven development: Mocha, Chai, Jasmine, TestUnit
- Build tools: NPM Scripting, Gulp, Grunt, Webpack
- UX / UI design
- Agile processes: SCRUM, Kanban

Work History

Full-stack Web Developer

Apr 2017 - Present

Swoop Applications

Working in a full-stack development capacity as part of a multi-disciplinary team, building next-generation web applications for the retail services industry.

Front-end Development

- React.js (Redux) front-end development
- Unit testing (Mocha, Chai, Sinon)
- Front-end architecture and feature development

Back-end Development

- Node.js (Koa.js) server-side development
- Couchbase / Google Datastore
- Docker / Google Cloud administration
- Unit testing (Mocha, Chai, Sinon)
- Python / Wagtail development

Front-end Developer

Apr 2016 - Apr 2017

Torchbox

Developing bespoke, custom front-ends for Drupal and Wagtail CMS platforms. Working with high-profile, charitable organisations including Mencap, Ambition School Leadership and Children's Investment Fund Foundation.

Front-end Development

- Front-end development using HTML5, Sass and Modular ES6 / JavaScript
- Leading / consulting on front-end architectures, including BEM ITCSS and 7-1 Pattern
- JavaScript library development using Babel Starter Kit
- Leading on Atomic Design / Style-guide driven development using Pattern Lab
- Agile processes, including Kanban

Web Developer

Oct 2015 - Apr 2016

Self employed

Building a range of B2B and B2C interfaces for clients including Barclays, Admiral, The AA and Confused.com.

Web / software development

- Front-end development using HTML5, Sass and JavaScript
- Implementing build process automation using Gulp.js
- Implementing front-end dependency management using Bower
- Development of prototyping framework (style-guide) using Jekyll
- jQuery plugin and extension development
- Working with the design team to ensure front-end development processes and workflows are in place
- Working with the back-end development team to ensure software architecture can support rapid UI development and improvements
- Implementing coding standards and guidelines for HTML5, Sass and JavaScript
- Ensuring coding standards are met
- Mentoring junior developers, giving guidance as appropriate
- Advising on front-end architectures

Front-end Developer

Jul 2015 - Oct 2015

Dewsign

Front-end development using WordPress, including a bespoke build for an exciting financial services startup. I also had the opportunity to implement modern front-end workflows and dev-ops process, including rolling-out the following:

Automation of development workflow:

- Working with the front-end developers to identify potential issues with current build processes
- Set up Gulp.js scripts to automate a number of build tasks including compiling Sass / Javascript, code quality checking using JSHint, image optimisation, and compiling production-ready code.
- Implementing Git processes and assisting developers new to using Git

Design of coding best practices / style guide

- Working with the developers, taking a pragmatic approach, proposing a solution that fits the needs of the business and development team.
- Lead the design of coding best practices / coding style guides (based on Idiomatic CSS).

Design of a modular SASS framework

- This involved working alongside the Managing Director and developers, proposing a solution suitable for the size of the team, size of projects, and skill level of in-house and contractor developers.

Implemented DevOps processes

- Working with the senior developer and product owner to implement DevOps processes using Docker
- Setting up scripts to provision local development environments using Docker
- Writing clear and concise documentation for developers unfamiliar with Docker

Cross-browser testing using browser sync

- Implemented Browser-sync, allowing us to preview our local development environments on a range of devices connected to the studio network.

UX / UI Developer

Oct 2014 - Jul 2015

Headforwards

Building a cloud management platform for a world-leading communications organisation, marketed at Fortune 500 companies.

Our team was responsible for working with the various development teams and stakeholders – Particularly product owner, back-end and integrations teams – to ensure the UI was delivered on time and to specification.

I was responsible for developing a range of graphing components and contributed to UI / UX design of system / user feedback features.

Built a range of modular UI components

- Development of a business intelligence dashboard using JavaScript and [Backbone.js](#) / [Marionette.js](#) frameworks.
- Working closely with the product owner during prototyping phases to ensure UI is inline with client / user expectation.
- Developed front-end templates using HTML5 and Handlebars.
- Use modern tooling such as Bower and Grunt to optimise development workflow.
- Use Git collaboratively within a team of UI / JavaScript developers.
- Worked on the development of a custom maintainable, scalable SASS framework based on object oriented CSS principles.

- Use [Vagrant](#) and Docker to manage development environment.

Working in a multi-discipline, Agile environment

- Working closely with back-end data team to ensure back-end API development is in line with expectation and needs of UI team.
- Implemented graphing components using [D3](#) Javascript library, utilising an [InfluxDB](#) back-end.
- Working in an agile environment (SCRUM).
- Contribute to discussion regarding application design and implementation during sprint planning.
- Working in a weekly release environment

Code quality and peer review

- Conduct code reviews / peer reviews throughout the development process
- Test-driven development using [Karma.js](#) / [Chai.js](#).

UX design / development

- Worked on the interaction design of some key interface components, including form validations and system feedback mechanisms.

Learning Experience Developer

Jun 2012 - Sep 2014

Falmouth University

At Falmouth University, I was responsible for the UX design and development of the online Virtual Learning Environment (VLE).

Designed a responsive VLE theme

- Working with the Head of Educational technology and stakeholders from around the University including students and course leaders
- Built a responsive HTML5 Moodle theme based on Twitter Bootstrap using Sass and jQuery.
- This theme recently became popular within the Moodle community, with over 30,000 downloads worldwide since February 2014 and was used by the Australian Government.

Developed bespoke learning interfaces

- Used WordPress and Drupal to develop bespoke learning interfaces.
- Used [Slim](#) framework to build an API based application that pulls user data from various institutional resources into a user friendly interface (built using Twig template engine).
- Used [Twig](#) to create front-end templates.
- Used UX processes to help understand and design for user needs.

Learning Technologist Intern

Sep 2011 - Jun 2012

Falmouth University

Based within the Academy for Innovation and Research (AIR), I worked closely with the Research Technologists in the development of the AIR Portal, a Drupal system designed as a collaborative forum for PhD students.

During this time I also designed a Moodle theme for the Falmouth MBA site, which was the first responsive Website design produced by Falmouth University.

Education

Post Graduate Certificate in Higher Education

Sep 2013 - Sep 2014

Falmouth University

This post graduate qualification gave me a thorough understanding of pedagogic principles. This has allowed me to undertake my role at Falmouth University with greater purpose, especially with regard to how digital interfaces enable online learning.

BA Digital Media

Oct 2007 - Jun 2010

Falmouth University

Digital Media at Falmouth was an excellent primer for working in the digital / creative sector. Skills learned involved project management, storytelling and interactive product design.

In my final year, I produced an interactive music application built on Max / MSP. This sparked my curiosity for coding and design, and upon graduation, I started taking on freelance web design and development projects.

FdA Computing

Jul 2006 - Jul 2007

University of East Anglia

Activities and Volunteering

Code Club

I recently ran a Code Club at my local school. This involved delivery of the Code Club curriculum to children aged 11 to 12, including courses on Scratch, HTML & CSS, event-driven programming (using Micro:bit) and Python.

Beer Judging

I have the very important task of judging the winning beers as part of a tasting panel at the annual CAMRA Falmouth Beer Festival. This involves blind-tasting a range of real ales and scoring them according to predefined criteria. The highest-scoring beers go on to win the prestigious Gold, Silver and Bronze awards for their category.