

Anthony Baynham

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About Me

Hi, I'm currently a freelance full-stack developer, systems administrator and student. I'm looking for a new hybrid or remote opportunity as I head into this year of university.

Although I've been working professionally as a programmer since just 2021, my most "starred" GitHub repository, *SharpECS*, is a library I wrote at age 14 – seven years ago.

During the summer I reside on the south-coast, while the rest of the year I study Computer Science at the University of Sussex, and live in Brighton.

Experience

Systems Administrator @ Freelance

Linux, Nginx, Strapi CMS, NodeJS, DigitalOcean

- Deployed Strapi CMS and SvelteKit web-service backend to DigitalOcean Linux droplet.
- Configured Nginx as a reverse-proxy, giving front and back-end unique domains from the same server.
- Signed and installed TLS certificates for HTTPS through Nginx using Certbot.
- Continue to maintain and update both front and backend with new features per client request.

May 2022 - present

Full-stack Developer @ Freelance

Full-stack, Svelte, JavaScript, TypeScript, CSS, Tailwind, HTML, CMS, API

- Custom frontend using Svelte JavaScript framework and SvelteKit for Server-Side Rendering.
- Integrated Strapi open-source CMS, via it's REST API, as the sites primary content source.
- Created bespoke REST API to power customer inquiry form.
- Integrated CloudFlare Images with Strapi to optimise page load-times and bandwidth.

May 2022 – June 2022 (*site delivered in 1 month*)

Frontend Developer @ Stone Spiral

WordPress, PHP, HTML, CSS, Bootstrap

- Developed WordPress themes (with PHP, HTML, CSS, Bootstrap) for our design team to use with Elementor.
- Integrated WordPress JSON API to pull hardcoded page info directly from the CMS.
- Managed deployment of WordPress themes and compatibility with Elementor designs.
- Engaged in frequent team sync meetings.
- Debugged critical CDN problem in production, quickly restoring functionality to client sites.

November 2021 – May 2022 (*6 months*)

Additional Skills & Projects

Source code available on GitHub, or upon request.

C, C++

Fluent in C and C++, with a number of personal projects written in these languages over the years:

- **Gel – an experimental programming language and compiler (2022).**
- *Untitled game engine project* – C++ and OpenGL game engine (2021) (incomplete).
- *Untitled programming language compiler* – predecessor to gel (2021) (incomplete).
- *Ftc* – Linux system info fetch (2021).
- *Tiny-vfs* – Tiny virtual file system library for C++ (2016).

C#

Proficient in C#. Two key projects:

- **SharpECS (2015/2016): Entity Component System library for C# games (34 GitHub stars)**
- *Sail* (2016): toy programming language and interpreter

Go

Proficient in Go. I've written some REST APIs with database integration, as well as:

- *Inigo* – zero dependencies INI file parser for Go.

Python

Proficient in Python. It was the language I used to initially learn programming in 2014. I seldom find a use for it in my workflow nowadays – except for automation of small tasks:

- Automated colour-theme switching on Linux GNOME desktop.
- Parsed C++ header files and dynamic perform code generation before building