

Cameron Gray - Full Stack Developer

 Glasgow, UK

 cameronjgray.com

 this@cameronjgray.com

Professional Profile

I am a highly competent Full Stack Developer with almost five years experience. I have primarily worked at startups so I'm used to working in fast paced, intense environments, all while delivering features in a timely manner. I've been consistently given more responsibility and have led multiple projects due to my hard working and organised nature. Line managers at the different companies have remarked on my ability to pick things up fast and work well with not just developers but everyone involved with the software development process. I pride myself on writing functional and, more importantly, maintainable code.

Core Skills

Technical	Industry	Tools/Systems
Node.js	Agile Development	Vim/Neovim
Typescript	API Design	Linux (Debian based)
React	Authentication	Bash
Jest	3rd Party Integrations	Tmux
Docker	SaaS	Git
SQL/Postgres	Software Architecture	Ticketing software (e.g. JIRA, Shortcut)
AWS (Lambda, S3, IAM, Cloudwatch, API Gateway, SQS)	Software Security	Collaboration software (e.g. Figma, Miro)
Infrastructure as code (CDK, Terraform)		

Career Summary

Vault Platform - Full Stack Developer, *Remote* (January 2022 - May 2023)

Technologies: Reactjs, Typescript, Node, Jest, SQL, GraphQL, Sequelize, Docker, AWS, Bash, React Native

- Technical lead on multiple projects working with product, design and other stakeholders
- Project lead of features that were directly linked to the company making sales
- Co-lead long running project to integrate with Slack for users to manage and create their reports. This included infrastructure, security and software decisions
- Part of the team to research integration with AI into the platform
- Recognition of contributions through internal promotions

Plastic Pipe Shop - Freelance Developer, *Remote* (June 2023 - September 2023)

Technologies: Node, Jest, AWS, CDK, Docker, Bash

- Freelance development job to build a service to automatically generate product specification sheets
- Helped the company to save time and resources as they no longer had to make the documents by hand
- Sole developer on the project and was delivered in a timely manner

Procuros Gmbh - Full Stack Developer, *Remote* (January 2022 - May 2023)

Technologies: Reactjs, Typescript, Jest, PHP, Laravel, PHPUnit, Pest, Docker, AWS

- Primary developer for the development and maintenance of the customer portal. Was part of a 2 man team to fully rebuild the portal from the ground up and involved in codebase wide decisions
- Built the software to create orders, shipping notices and invoices via email magic links which was a core part of the product

Incentive Games - Full Stack Developer, *Remote* (May 2020 - December 2021)

Technologies: Reactjs, Typescript, Jest, Node.js, SQL, AWS

- Development and maintenance of multiple different kinds of games in the company's game suite along with introduction to the software development lifecycle
- Ownership of projects such as user management portal and software security

Education

- **University of Stirling, UK - BSc Computing Science (Hons), 1st Class**
 - September 2015 - June 2019
 - Dissertation: "Using Machine Learning to Identify Fake Images"

Personal Reading/Learning

Courses

- **Just Javascript** - Dan Abramov: Course on Javascript Mental Models
- **Docker and Kubernetes: The Complete Guide** - Udemy: Course on Docker and Kubernetes and how it fits with AWS deployments

Books

- **Clean Code** - Robert C. Martin
- **The Pragmatic Programmer** - David Thomas, Andrew Hunt
- **The Linux Command Line** - William E. Shotts
- **Linux Command Line and Shell Scripting Bible** - R. Blum, C. Bresnahan
- **Javascript: The Good Parts** - Douglas Crockford

References:

Blake Simpson: *Engineering Lead, Procuros + Incentive Games* hi@blakesimpson.solutions

Malte Onas: *Project Manager, Procuros Gmbh*, malte-onas@gmx.net