

George O. E. Campbell's CV

Adaptable, reliable problem solver

Self-taught, highly adaptable individual. When it comes to overcoming problems that matter, such as understanding the problem and utilising UI/UX Design thinking, what we do as software engineers and designers, affects and matters to people. That's why I care about developing and designing quality software, without dark patterns.

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Technical Skills

Best at front-end, capable of back-end

React.js, Three.js, R3F Node.js, Deno Next.js HTML CSS JavaScript TypeScript
Tailwindcss (framer) motion WebAPIs Accessibility Cyber Security MongoDB, Mongoose
Rust, Bevy UI, UX Design Bash,Shell, CLI scripting AWS, DevOps, CI, CD Persistence
Autonomy

Work History

Director / Lead Web Engineer

🏢 [MASSLESS LTD.](#)

📅 May 2021 - Present

📍 Remote, UK

I collaborate closely with clients, primarily small independent startups, to bring their ideas to life. From concept to launch, I create engaging, visually immersive browser experiences tailored to their vision while ensuring simplicity and functionality for the end user. A recent project involved developing a 3D web game using R3F (React Three Fiber), and included an interactive collidable environment. For my first client I built kirkwhayman.com which won several SOTD awards on awwwards.com

Front-end Engineer

🏢 [TravelLocal](#)

📅 March 2023 - November 2023

📍 Remote

Working with Next.js, GraphQL, Storybook, amongst other technologies, I solved a multitude of problems as a Front-end engineer. I drove development forward through solving innumerable tasks myself and communicating with relevant colleagues to get blocking tasks unblocked, and helped other engineers with their tasks. Communication was central to our operations at TravelLocal.

Software Engineer

🏢 [DRPG](#)

📅 Remote

📍 Remote

I helped optimise a 3D winter wonderland project celebrating 40 years of DRPG, including implementing Point cloud falling snow and fixed a bug which allowed the project to work on smartphone devices, taking FPS from 2-3 to 30-60. I developed the Jaguar C-Type customiser/visualiser tool in react static, involving animating between images using user interaction and projecting hotspots around the car using trigonometry functions. Jaguar received customers for the C-Type continuation via the customiser app. I also worked on a video conferencing solution with a virtual 3D photosphere environment including projecting videos onto the environment.

Frontend Developer

🏢 [Zengenti Ltd.](#)

Here I worked diligently in squads of designers and developers to produce elegant yet functional websites for Universities and Councils. We used React.js for website development and an Angular based CMS. The main skills I used were React.js, Redux, JavaScript, and accessibility. I debugged a lot of React code and improved the quality of the front-end codebases, including using ARIA attribute values in JSX, and taking care to ensure the UI worked properly for people with colour-blindness.

Programmer

🏢 [Express KCS](#)

This was my first time working in a small team of designers and developers, where I also learnt how to use JIRA and Git for daily use. I implemented a modular i18n solution into the React codebase, using Locize for translators, and wrote lots of mocha tests. The main tech used was React.js and Node.js. The tests I wrote raised the issue of slow loading times, which was due to a number of .then() Promise chains - after removing all the unnecessary .thens() the MediaFerry app sped up as a result.

Sole trader - Freelance - HTML, CSS, JS Programmer.

 **George O. E. Campbell**

 Started 2016

 Remote

I started off by getting my first freelance contracts in 2016, where I broke requirements down, communicated effectively, coded solutions for over 15+ clients and strengthened my skills in web and mobile development. I made apps with Apache Cordova for mobile including android devices. My highlight experience was developing a Mind Mapping web application implementation for one of my clients, and optimising it so it worked responsively on smartphone, tablet, laptop and desktop devices.

Education

Herefordshire, Ludlow and North Shropshire College (HLNSC)

Computing & Cyber Security

University of Portsmouth, UK

Diploma of Higher Education. Human Geography.

Hereford Sixthform College

A Levels: English Language, Computing, Geography.

Notable GCSEs: Maths, English, Business Studies, Geography, and History

Hobbies & About Me

Wall climbing / bouldering


Swimming, walking, bicycling

Table tennis / ping pong

Cooking meals, from Daal Curry to Fish n Chips

Gaming (Counter Strike, TrackMania, GTA, Don't Starve, DayZ)

Coding in free time

In my free time you'll often find me either going for a walk outside, or indoors coding. I also  created **Byte the AI challenge generator**, found at <https://learn-with-ai-two.vercel.app>

Let's Work Together

Interested in collaborating? I'm always open to discussing new opportunities and exciting projects. Feel free to reach out!



Get In Touch



View My Work

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