

# Chris Coates

Email: coates.c@hotmail.com • LinkedIn: linkedin.com/in/chris-coates • GitHub: github.com/chriscoates/cv

## Summary

I am part of a mobile development team delivering an iOS and Android app for Randomization & Trial Supply Management for a clinical trials company. I am passionate about delivering a highly responsive and intuitive UI in order to bring an exceptional experience and functionality to the end user. I have experience in full stack development and have been responsible for the submission process to successfully publish our applications to the Apple App Store and Google Play Store. I live, sleep and breathe code and am passionate about using my skills to produce amazing applications.

## Current Role

- Moving the project code base and source control from SVN to Git/BitBucket
- Setting up the CI build pipeline in TeamCity and automating this process
- Maintaining and developing Adapter code using JavaScript
- Experience of integrating crash and user analytics
- Writing and maintaining C# code with Xamarin
- Developing Apps for both iOS and Android devices
- Using Charles Proxy to debug and monitor server/client interaction
- Maintaining requirements and documentation
- Experience in taking part in and leading daily stand-ups, sprint planning and retros

## Recent Projects

Project	Description	Technologies
ClinPhone Mobile (PAREXEL)	A mobile application for iOS and Android used to supply and dispense medication.	Visual Studio, Xamarin Studio, Eclipse, NUnit, SQL Server, IBM Mobile first platform <b>Delivered to Apple &amp; Google App Stores</b>
<a href="#">Phlash</a>	Phlash is a photo-messaging iPhone app that encourages spontaneity.	Swift, Xcode, Parse, XCTest <b>Approved by Apple for Beta testing</b>
<a href="#">Memeories</a>	An app for creating Memes integrated with Slack.	Ruby on Rails, Javascript, jQuery, Rspec, Capybara, PostgreSQL, Cloudinary API, Slack webhooks, Getty API
<a href="#">Instagram Clone</a>	A web clone of instagram. Allows users to post and comment on images.	Ruby on Rails, Omniauth, AWS, Capybara, Rspec, PostgreSQL

## Skills

### Passionate Learner

- First software development job – applying skills and experience from Makers Academy. Fully immersed myself into quickly learning new languages, frameworks and technology. Pair programming to maximise potential. Regular attendee of Nottingham Meetups to keep abreast of new tech and opportunity to strengthen my knowledge.
- Curious nature with a passion to embrace and learn new technologies and solutions to provide great experiences for the end user.

### Determined and Tenacious

- Completing Makers Academy and securing first software development job within four weeks of graduation. Significant contributor to the mobile team. Personal work and learning at home to enrich and bring in new initiatives to the technology stack.
- Enthusiastic about dreaming big and a strong believer in a can do attitude. An interest in mobile technology influenced the decision to produce a final project in Swift. The result was Phlash, an iOS app

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created by a team of 4 in 12 days. Working with a strongly typed language was a great learning experience and provided a good contrast to Ruby and JavaScript.

- I thrive on succeeding as part of a team. Pair programming and group work have at times been intense, but I am confident in my ability to be part of a great team that sets out what it intends to do.

## Clear Communicator

- Articulate ideas and complex concepts to members of the team including our distributed team working in Minsk and Hyderabad. I have carried these skills over into my coding life where feedback from my team and pair partners have noted my ability to present, explain and discuss ideas clearly.
- Commitment to working in an Agile environment. Asked and accepted the opportunity to lead stand-ups, sprint planning and retros to cover for annual leave.

## Education

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### Makers Academy (March 2016 to June 2016)

- Europe's leading web development bootcamp
- Highly selective admission process
- Independent learning and problem-solving
- Strong emphasis on pair programming and group projects
- Taught best practice of key principles: OOP, TDD, SOLID, MVC, Agile Methodologies & XP.
- Languages and Frameworks: Ruby, Rails, Swift, Xcode, JavaScript, Node.js, Angular.js
- Testing: RSpec, Capybara, Jasmine, Karma, Protractor

### University of Brighton (September 2007 to June 2010)

- BA (Honours) in IT & Computing with QTS (First Class)
- FDSC in Computing in first year (Computer Games Development)
- Awarded a scholarship in second year for being in the highest performing 10%

### Pais Project - Youth Work training (September 1999 to August 2001)

### Lincoln College - Advanced GNVQ in Information Technology (September 1997 to July 1999)

### Queen Elizabeth's Grammar School, Alford - Nine GCSEs (September 1992 to June 1997)

## Experience

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### **PAREXEL, Nottingham** (August 2016 to present)

*Software Engineer*

### **All Saints' Catholic Academy, Mansfield** (September 2014 to December 2015)

*Head of IT & Computing*

### **Ratton School, Eastbourne** (May 2011 to August 2014)

*Head of IT, Business & Computing*

### **Ratton School, Eastbourne** (September 2010 to April 2011)

*Teacher of IT*

### **Bridgemere Community Centre, Eastbourne** (September 2002 to August 2007)

*Youth Worker*

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