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Hello, I'm Michael

I am a front-end developer who works on projects of all sizes, pushing myself to keep up with the latest trends and learn new skills. I have worked on a variety of projects, from small to large, for myself and for my employers, helping me gain experience as a front-end developer and an interaction designer. This has given me an all round skillset for front-end web work, UX, and design.

Currently I am working using ReactJS and Node, something that I have enjoyed, getting to use all aspects of the React and Webpack ecosystem. In my own time I try to do my own projects to keep up with new software and tech, as well as learning about animation and SVG.

My Skills

The things that I use day to day are JS, React, Redux, Mocha, NodeJS, Express, HTML5 and SASS/LESS/CSS3. I can design responsively, either custom, writing CSS in JS, or using frameworks such as Susy, Foundation, and Bootstrap. I also use Sketch and the majority of the Adobe creative suite daily, mainly Photoshop or Illustrator. These help to create concepts, prototypes, and develop site assets. There are many other different softwares and technologies that I use in my work, such as Git, Gulp, Jenkins, Confluence, and Jira to name a few.

Prototyping is an important part of testing what I think is good design so I use things such as InVision and Marvelapp to give prototypes a good level of fidelity. However, when possible, I prefer to hand code prototypes, ensuring working functionality of the core areas that need testing.

I have mainly worked within an agile project environment, working in scrums to deliver projects component by component, mixed with a lean UX approach to constantly test and iterate work from sprint to sprint. I also have a good understanding of UX methodologies, as I have worked very closely with UX researchers and designers in my previous role as an Interaction designer.

Experience

April 2016 - Present **| Senior Software Engineer - Sky Betting and Gaming**
As a Senior Software Engineer, I work on the Sky Bet Italia webapp pre and post live. Day to day I would write code using ReactJS and Redux (as well as the usual HTML/CSS/JS) on an app built on NodeJS. All code was tested using Mocha and various other testing/mocking hepers. My work involved working against RESTful services and using Express for handling app routing, as well as getting involved in CI processes using things such as Jenkins and Chef to handle building and releasing. Worked in an agile environment split into squads, based on the Spotify model.

During my time here I also worked as part of the design team, identifying problem areas and creating and amending prototypes for user testing sessions

March 2014 - April 2016 **| Senior Interaction Designer - G2G3.Digital**
I started at G2G3.Digital (formerly Technophobia) as an Interaction designer, working on all aspects of

design and front-end build. My role involved working on multiple projects at a time doing anything from concepts and prototypes, user testing, to front-end production ready code. I worked on various Java and .net based apps, writing front-end HTML, SASS/CSS, and Javascript. This was an agency environment where all projects were run using agile methodologies and work was released component by component.

May 2012 - March 2014 | **Front-end Developer - CDL**
At CDL I worked on JSPs writing regular HTML, LESS CSS, Javascript and JQuery. This work was based around delivering car insurance websites for major clients such as Tesco and MoneySupermarket. My work involved styling up a template set of forms and adding new functionality using Javascript and JSTL to make the pages dynamic. I also spent a period of time as a defect manager, triaging, prioritising, and fixing all live bugs and issue for the company. These projects were delivered all at once in a waterfall style.

References available upon request