

# Carl McIntosh

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## Profile

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I am a problem solver with experience in full stack JavaScript development. Before becoming a developer, I had over 12 years' experience as a Print Production Manager with a focus on data management and analysis. I have continuously evolved my working role over the years and utilised new information, processes and legislation that came with the changing needs of the business. I decided to switch careers and utilise the skills gained in my previous role and apply them to software development. I was a successful applicant to the School of Code, chosen from 1800 potential candidates. I have a passion for learning and enjoy picking up new skills in the pursuit of self-development and continuous learning.

## Experience

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### School of Code

### Software Developer – 2020-2021

16-week intensive bootcamp, created to teach the best practices in full-stack JavaScript development. Learning the best practices in agile / pair programming. The course has provided me with the opportunity to grow not just professionally, but personally as well. It has given me more confidence in my ability to problem solve as well as teaching how to work effectively in a fast-paced high performance tech team.

**Projects** – Sample selection | Find more samples on my website and all of my projects on my GitHub page

#### **EngageMate – ReactJS, Chakra, Auth0, Socket.io, Heroku/Postgres, Netlify, NodeJS, Express, PushJS, Cypress.io OAuth 2.0 (for Spotify Authentication)**

Built for the School of Code. Our final project was built to solve the problem 'how to improve remote teaching delivery'. Working as part of an agile team, we chose to focus on creating an app to sit alongside Zoom or a similar team meeting platform. Built utilising Web Sockets we wanted to gain live feedback from the participants in a remote learning setting. We achieved this by enhancing existing features such as hand raising and live polls, while creating an engaging feature 'The Thumbometer' so that speakers could gain real-time feedback via an interactive thumb. The app also utilised sounds and used the Spotify API to generate playlists to play music during different School of Code tasks.

#### **Mentor Diary – ReactJS, Google Firebase Authentication. Heroku/Postgres SQL Database NodeJS**

We were tasked with helping the School of Code, create a better mentoring system. My team and I chose to create a Mentor Diary, where the mentee could work through a set of predefined questions (or create their own) with their mentor. They can then have access to all the information which is stored on a database. Each user has to create a login to access their page. Throughout the week, our team had a 'stand-up' meeting every morning and a 'retrospective' meeting at the end of each day.

#### **Rock Paper Scissors – JavaScript**

For one of the first projects, I created a Rock, Paper, Scissors game using vanilla JavaScript. This was a great way to learn about functions and conditionals.

#### **WWDatabase – ReactJS, NodeJS, Express, Heroku/Postgres SQL**

A personal project built while learning at the School of Code. I created an app that would tell me who was the WWE champion at any given date. I made my own API that would fetch data I had inserted into a Heroku/Postgres database. I then made the functionality to grab the date input by the user and display the result from the database.

## Skills

**Front-end** | JavaScript | Go | HTML | CSS | ReactJS | JSON | Bootstrap |

**Back-end** | NodeJS | Heroku | Postgres SQL | Google Firebase | Socket IO | REST API | Docker |

**Other Tools** | Agile Methodology | Object Orientated Programming | Pair Programming | Version Control

## School Stickers / Sticker Gizmo

Production Manager – 2007-2020    Production Assistant – 2005-2007

As a manager my day was spent managing workloads within my team, designing and printing our products, maintaining high standards in quality control, effective time management and monitoring stock levels.

### Key Achievements/Projects

- Maintained automated customisation software
- Developed and maintained the technical documentation for all production and finishing machinery, including instruction and procedure manuals, that the company still uses to this day.
- Implemented our reward system Mystickers into our products. A unique code is printed on selected products and is used within schools to reward pupils for good work and behaviour. This system led to the creation of Carrot Rewards, an integrated teaching tool that allows teachers to reward pupils within the classroom and provides data on pupils' achievements.
- Oversaw an increase in production of over 350% as we diversified our product range, while keeping the same number staff with limited use of temporary workers. This included doubling the number of printers used and adding 4 production finishing machines.
- Coordinated a project plan for the migration of archived documents and files to a new online archiving system.
- Launched a new business due to the success of School Stickers and meeting market demand. Our sister company of Sticker Gizmo was launched in 2018 which caters to a wider audience for printing of all types including, bespoke labels, postcards, flyers, business cards and banners.
- Created and maintained a Just-In-Time 'Kanban' stock control system forecasting the needs of the business on a month-to-month basis, and minimising external warehouse costs.
- Continually evolved, taking on new jobs and responsibilities saving the company 20-30k year on year.

### Skills

**Software** | Microsoft Excel | Adobe InDesign | Microsoft Word | XMPie | CorelDraw |

**Other Tools** | 8D Problem Solving Method | Kanban 'Just in Time' Stock Management | Monday.com Project Management

**Stanley Bet  
Clarks Shoes**

**Cashier – 2005  
Sales Assistant/Team Leader – 1999-2004**

## Education

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### University of Central England

BA(Hons) Marketing 2:2 – Graduated 2005

### Handsworth Grammar School

A-levels - 2002

English, Business Studies, Psychology, General Studies

GCSE - 2000

10 GCSE A-C Grade including English (B) and Maths (B)

## Hobbies and Interests

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When I'm not working on personal coding projects. I enjoy reading, my favourite author currently being John Grisham. I am also training to do a Tough Mudder run, having done one in 2015, I wanted to challenge myself again, so I frequently run in preparation for this. Also, whenever I have time, I try to get some practice playing the piano.