



JAMES DAVID CORBETT


Language skills

ENGLISH C2, Native Speaker
GERMAN A2, Beginner Level

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FULL STACK DEVELOPER

About me

Adaptable, intuitive, and a critical thinker. I enjoy challenging work, solving problems, and am always excited to learn. Organising and prioritising effectively, I work to the best of my ability and am always looking for new ways to better the work I produce. I develop relationships upon dependability and honesty.

26 y. old

* 15/01/1997 in Brighton, UK

Work History

AUTEON, MÜNCHEN (FULLY REMOTE) JAVASCRIPT DEVELOPER

07.2021 - Present

In this position I have been a key contributor across many areas of the continuous development of auteon's ecommerce software. While my primary focus has been automating web-scraping using bots and APIs, I have also completed impactful work in the front and back end including key architectural decisions, and I have helped teams to intelligently prioritise workloads to meet KPIs.

Key Responsibilities

- Adding new key features to the product, alongside maintaining and optimising core features and their tests as a part of a continuous development pipeline.
- Evaluating the product's features and workflows to suggest and implement UX improvements.
- Prioritising projects with a team of developers and non-developers team to meet KPIs.

Key Skills and Knowledge

- Key Languages: TypeScript, JavaScript, Vue.js, GraphQL.
- Frameworks and Software: Node.js, Hasura, Jest, Postman, Google Puppeteer, Electron, Git, GitHub, Windows, Mac.
- Quickly understanding the strengths and weaknesses of systems and available resources.
- Effectively creating and communicating realistic development plans.

PYTHON & LUA BASED PERSONAL PROJECTS

01.2021 - Present

In this time I worked on three separate game development projects, two in Python and one in Lua, effectively acting as the Principal Developer on all projects alongside non-technical partners. Working so closely with these partners has given me a more complete understanding of setting stable foundations for a project, including clearly communicating technical knowledge and realistic scopes.

Key Responsibilities

- Planning and building MVPs and beyond from the ground-up with input from non-technical partners.
- Clear and digestible communication of technical knowledge to non-technical partners.
- Researching complex technical topics in a short time frames, including learning languages and frameworks, and researching existing projects to overcome roadblocks.

Key Skills and Knowledge

- Key Languages: Python, Lua.
- Frameworks and Software: Ren'Py, Git, GitHub, Windows, Adobe Animate, FMOD.
- Empathetically discussing and deconstructing requests to help set efficient and realistic goals.

CRUNCH, BRIGHTON (UK)
FRONT END JAVASCRIPT DEVELOPER & SDET

07.2019 - 12.2020

I started my time at Crunch leading expansion and increasing stability of a bespoke automated test suite, and later trained Front End Developers to build tests for this suite before becoming a Front End JavaScript Developer where I held a key position in the continuous development of Crunch's sales website, building many new pages and complex features with a Mobile-First approach.

Key Responsibilities

- Building & maintaining website features and their tests for products in continuous development.
- Actively working alongside DevOps to maintain pipelines for continuous development.
- Creating and maintaining clear documentation for both developers and non-developers.
- Working in and alongside agile Scrum teams, communicating with developers and non-developer leads to help ensure that projects exceed expectations.

Key Skills and Knowledge

- Key Languages: JavaScript, React, HTML, CSS/SCSS, SQL, Python.
- Frameworks and Software: Node.js, Flow, Mocha & Chai, Jest, Storybook, Google Puppeteer, MySQL, GoCD, REST APIs, Git, BitBucket, Jira, Docker, Windows, Mac, Linux.
- Investigating and clearly communicating project requirements and plans with product owners, project managers, and developers.
- Creating stable deployment/support plans & investigating pipeline failures to quickly resolve issues.

TALKATIVEONLINE, BEXHILL-ON-SEA (UK)
FULL STACK SOFTWARE & WEB DEVELOPER

02.2018 - 07.2019

At Talkativeonline I was the sole developer, and completed a wide variety of projects. This responsibility taught me how to be a highly dependable and communicative team member.

Key Responsibilities

- Full life cycles of projects: initial planning, creation, testing, post-launch support, full documentation for both developers and end-users, etc.
- Building cloud-based and client-hosted scalable automation software. Built for the purpose of increasing production efficiency within the company.
- Building reactive web elements such as video players and calculators.
- Building and maintaining MySQL databases, a Windows server, and an AWS cloud environment.

Key Skills and Knowledge

- Key Languages: Python, JavaScript, SQL, PHP, HTML, CSS, Basic.
- Frameworks and Software: ASP.net, Google platforms and REST APIs (e.g. Cloud Services, Analytics, Tag Manager, Ads), MySQL, jQuery, WordPress, Git, Windows.
- Analysing and presenting in-depth customer data for internal use and for company clients.
- Researching new technologies and reporting on their potential value to the company.
- Advising on digital security; conducting security audits and enacting security improvement plans.

Education

UNIVERSITY OF BRIGHTON, HASTINGS (UK)

2016 - 2018

- Mathematics and Computing – Left while achieving 2.1-1st [Gut (2.0) - Sehr gut (1.0)]

SUSSEX DOWNS COLLEGE, LEWES (UK)

2013 - 2016

- Web Design & Software and Games Development – Distinction* [15]

Relevant Key Areas of Learning

- Developing software and learning best practices of object-oriented languages.
- Creating SQL databases from scratch, including normalising data.
- Building dynamic websites in a variety of languages and frameworks, with linked databases.
- Understanding threats to data security and implementing best practices to keep data secure.
- Parsing user data and industry trends to make informed design and business decisions.