

DAVE O'BRIEN

JavaScript & UI Developer



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ME.

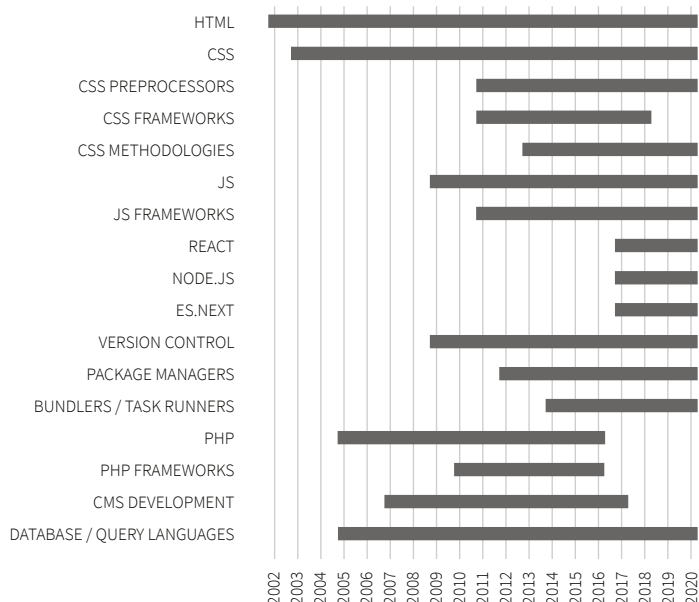
I am a veteran **JavaScript & UI Developer** with **passion and respect** for my industry. I have worked for blue-chip companies & SMEs alike and am driven to **deliver real value to the end-user**.

Obsessed with writing **SOLID, clean & considered code**, I communicate myself in the source as well as I do in person. I am particularly fascinated with component development, I am **industry aware**, with a **problem-solving mind** and am **sensitive to house style**.

Collaboration with team and stakeholders is at the forefront of what I do. I am **practised in agile methodologies**, am a **proven team player** and am **sympathetic to client needs, budgets & timeframes**.

I will bring **20 years of experience** and dedication to your team. **Based in Surrey**, I am looking for an exciting new contract **to start April 2020**.

SKILLS TIMELINE.



WORK EXPERIENCE.

Senior React Developer

MMT Digital

Apr 2017 - Current

I was contracted as a React developer by MMT Digital and placed in a cross-functional agile team within Vodafone to develop an exploratory sub-brand. The development unit was small, yet three months later, we delivered Vodafone's own youth-targeted MVNO proposition called VOXI.

Many initiatives followed, including handset financing, an online shop and Vodafone to VOXI migration journeys. The role quickly evolved into full-stack as the need for a set of Node.JS micro-services became apparent. Even so, a keen focus was always trained on React development and close to three years later, with the proposition growing substantially (in what is a declining market), we embraced a set of features designed to mature the frontend aspects of the codebase.

TECHNOLOGY STACK

ES.Next, React, MobX, Node.JS, Lodash, Express, Redis, CSS Modules, SCSS, styled-components, Styleguidist, Lerna, Yarn Workspaces, JEST, Enzyme, CodeceptJS, webpack, Babel

CORE RESPONSIBILITIES

- Building UI based on requirements
- Designing & constructing state management solutions to facilitate business logic and API integrations
- Integrating backend services based on needs & swagger documentation
- Developing Node.JS micro-services to bridge backend gaps & meet business requirements
- Collaborating with the development & UX/UI team on all aspects of the stories in-sprint
- Facilitating builds & releases
- Regular team support with user story creation
- Requirements gathering of PI goals and distilling into epics, features & user stories
- Rationalising with stakeholders to deliver a suitable MVP proposition
- Collaborating with marketing & UX/UI teams to develop propositions effectively

KEY ACHIEVEMENTS

- As a team, we launched the marketing, acquisition & in-life journeys within three months
- Released a shop proposition the following summer, including PayPal integration via Braintree API
- Rebuilt our MVP service authentication mechanism
- Our team formed both a technological & process blueprint that was replicated throughout the business
- Systematically addressing technical debt, including rehabilitation of forms using Formick, reducing page-level boilerplate via higher-order components, rewriting account micro-services, DRYing out payment integration and building VOXI's component library

WORK EXPERIENCE. (CONTINUED)

Senior UI Developer

Maersk

Jul 2016 - Mar 2017

I was contracted by Maersk to replace the Lead Developer on an existing project that was tasked to build the next iteration of a self-service application. The business requirements were complex, with technical requirements ranging from multi-branding, localisation and support for Internet Explorer 8.

TECHNOLOGY STACK

JavaScript, BackboneJS, Express, Underscore, jQuery, Handlebars, SCSS, BEM, Material Design, Grunt

CORE RESPONSIBILITIES

- Developing business logic based on UX & requirements
- Building view logic, templates & UI components based on UX & visual design requirements
- Leading the UI resource on the core project
- Collaborating with BAs, UX, UI designers & backend developers to realise requirements
- Participating in a cross-project initiative tasked to harmonise UI across the programme

KEY ACHIEVEMENTS

- Architected and built a POC to adopt an atomic approach using the current UI library
- Introduced modelling into the single-page app
- Implemented and governed a standard approach to developing UI components

Lead Developer

Ego Creative

Aug 2010 - Jun 2016

I joined Ego as the only developer and played a central role in building a digital team and mechanism to service our clients. We focused on a wide gamut of digital solutions including bespoke frontend builds, CMS development and e-commerce solutions.

TECHNOLOGY STACK

JavaScript, Angular, BackboneJS, Cordova, Handlebars, HAML, Pug, SCSS, LESS, Foundation, Bourbon, PHP, CodeIgniter, Yii, ExpressionEngine, Craft, Middleman, MySQL, PouchDB, CouchDB, MongoDB, Grunt, Gulp

CORE RESPONSIBILITIES

- Leading web projects of all sizes - from landing pages through to multi-channel portals
- Defining, planning and executing web solutions based on client requirements
- Developing frontend components - including complex, javascript-centric interfaces and api integrations
- Building CMS's solutions - including frontend integration, custom development and content modelling
- Providing knowledge support to developers, visual designers and project managers
- Collaboration with clients for project definition, management and post-launch support

KEY ACHIEVEMENTS

- Process overhaul, including a core process encompassing discovery, mapping user journeys, wire-framing & prototyping phases. Changes to build processes included component-based development, template & generator creation, coding standards & guidelines, task automation and release procedures
- Actuated the adoption of new technologies including tooling, preprocessors and JS & CSS frameworks
- Established user-centric approach to development - based on site goals, user flows & prototyping
- Notable solutions included: a careers guidance website (complex e-commerce implementation, custom booking & reservation interface, a multi-path audience selector & single-page checkout), a price comparison app (comparison management, complex calculations, data sync, user auth & reporting)

Web Developer

Jul 2009 - Aug 2010

Freelance

Lead Developer

Nov 2007 - Jul 2009

50Connect

Web Developer

Jan 2007 - Nov 2007

Virgin Media

Web Developer

Sept 2005 - Jan 2007

Telewest

Lead Developer

Sept 2002 - Aug 2005

10Media

Graphic Designer

Dec 2000 - Sept 2002

Freelance

Graphic Designer

Feb 2000 - Nov 2000

Xtreme Magazine

SKILLS & EDUCATION.

HTML; Semantic Markup, Accessibility, Aria, Microdata, HAML, Pug, Mustache
CSS; CSS3, Responsive Design, Mobile First, BEM, SMACSS, Atomic Design, SCSS, CSS Modules, PostCSS, MDL, Bourbon, Pure, Semantic UI, Foundation
JavaScript; ES.Next, Node.JS, React, Angular, SOLID, OO & Modular Principles, MobX, styled-components, TypeScript, Babel, JEST, Enzyme, CodeceptJS
Tooling; Git, Yarn, NPM, Grunt, Gulp, Webpack, Browserify, Lerna, Yarn Workspaces, VirtualBox, BrowserStack, Azure DevOps, Jira, Pivotal Tracker
CMS; ExpressionEngine, Craft, Contentful, GatsbyJS, Middleman, Drupal
PHP; OO Principles, Codeigniter, Yii, CMS Plugin Development,
Data; Redis, GraphQL, Web Storage, CouchDB / PouchDB, MySQL, MongoDB

EDUCATION

1997 - 1999 Collingwood 6th Form

GNVQ Art & Design (Distinction)

1993 - 1997 Collingwood College

10 GCSEs (A-C)



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