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Alex Brown

// ABOUT ME

From an early age I was always interested in computing, with age this interest has evolved into a genuine passion. Building software/stuff that solves a genuine problem is the main criteria for any project I undertake.

I would describe myself as keen, open to ideas and hungry for knowledge; When I'm not at work trying to build/fix something you will probably find me reading up on how to build better software; That or developing upon personal projects. I have been very lucky with all of my positions to date; I have been exposed to every level of application development & delivery. I feel this has given me what I would consider to be an advantage over most. Luckily I realised early on in my carer that programming is only one segment of a project's pipeline, Good communication and co-ordination can elevate a good project into greatness.

// EXPERIENCE

2017-2019

Kingfisher Digital

Lead developer / Full Stack Developer

Over the previous two years I have been 1 of 5 lead developer's within Kingfisher Digital's new digital Hub, managing up to 50 developer's across a shared hierarchy.

The projects have been varied; my primary focus has been towards the expanding React/Typescript & Express/Typescript oriented stack's we have deployed across our various front and backend estates. The most interesting project was when my team was tasked with implementing Augmented reality using ARKIT within the core B&Q IOS app.

I have also been involved in all levels of conversation across the digital platform; Solution design, Systems architecture, Staffing, Tooling, Vendor sign offs & System operation's.

2017-2013

SecureData Europe

Full Stack Developer

This was a broad role, Initially the team was small with only three members; but over the course of 4 years it expanded to seven developers. My team was focused on software to secure customer's estates along side internal system. Unofficially I undertook a hybrid development & Devops role.

For the first year in the role I was the lead for our entire technology stack and allocation of team projects before a dedicated development manage was brought it to assist with the team's continued expansion.

2013-2012

Gaming Media Group

Developer

A PHP and JavaScript oriented role, I developed numerous systems and vendor integration's.

// SKILLS

Javascript

ES6 · Node.js · Typescript · React · Angular · Microservices · Ext.js · Jquery

Java

Spring · Vert.x · Microservices · Java 8 · Hadoop · Custom Frameworks

Misc

Security · OAuth · SAML · Docker · Kubernetes · Full stack

Python

Flask · Turbogears · Python 2/3 · Systems integration · Hadoop · Flask

Devops/System

Unix · Bash · GCloud · Azure · Aws · Azure · kubernetes · Jenkins

PHP

Zend · Laravel · Custom Frameworks

// EDUCATION

Brighton University

FDSC Software engineering & networked system's
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The Howard school

17 GCSE's
3 A-Levels's