Adam Lewis

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Key Skills

- PHP
- MySQL
- Laravel
- Systems Administration
- Agile
- Object Oriented Programming
- Symfony 2
- PSR-FIG code standards
- Dev Ops (Vagrant, Chef, Puppet)
- Bootstrap
- Google Material
- SPA/PWA
- Test Driven Development (TDD)
- Jira
- VueJS
- Composer
- Gulp/Grunt
- NodeJS
- GitFlow
- Symfony
- Web Accessibility
- AngularJS
- UX/UI understanding
- Lead Development
- GitLab
- Unit testing

Statement

A security cleared web developer with 20 years industry experience. Work history includes both private and public sector in a freelance or contracted capacity.

Passionate about writing standards compliant, scalable code using innovative solutions in line with fast paced internet technologies.

Experience of a range of projects in size and complexity from modern frameworks in large Agile environments to legacy code for smaller organisations.

Personal information

- Date of Birth: 15th January 1977
- Marital status: Married
- Clean driving license
- Car owner

Hobbies and interests

- Photography
- Squash
- Film
- Literature
- Martial arts (Choi Kwang Do)
- Mountain biking
- Technology
- Travel

Employment history

AUCTION MARKETER

March 2019 –

September 2019

Here, I was brought in to make a number of improvements to both the products and the work flow.

Achievements included:

- Implemented Prometheus monitoring, including Blackbox exporter, Grafana and Alert Manager
- Improved the standard Joomla product and removed dependencies from the codebases to reduce repo size and refined library layouts
- Set up automatic gitlab deployments and pipelines with quality gateways
- Designed a new replacement product with Lumen for the API and Vue for the SPA
- Created new workflow for version control based on GitHub Flow, as well as implementing some Agile methodologies
- Vagrant stacks for development with representative environments

SUREVINE

November 2017 – February 2019

Working on a variety of technologies for government clients with security clearance.

Amoung the technologies used were: Angular 6, Java, Gitlab, Jenkins, Slack, AWS, Jira, Confluence, HTML5, SASS, React and Jive.

Working as a member of a remote team, we developed solutions that meet the needs of users by considering the user at every step of the delivery process; from understanding the need to designing the solution and delivery.

We followed the Agile principles, agreeing and delivering on sprint commitments whilst ensuring that code is well-tested in development and using continuous integration to meet the agreed level of quality. Peer review was critical during the development process to ensure that our approach was consistent whilst developing.

breakthrough

April 2017 – November 2017

A shorter contract with Breakthrough saw me setting up new infrastructure in AWS for production and staging replacing older technologies with CentOS 7, Nginx and PHP-FPM running through a socket. MySQL was RDS, which was faster than a local instance after testing.

For the front end work, we used Yarn/Npm with gulp, lots of VueJS which was fun and put in various restrictions on the build for linting, codesniffing, etc.

I set up a Pipeline using GitHub and a Jenkins instance to allow the normal checks to occur before automatically deploying to staging when pull requests are merged into the master branch.

For the front end testing, we used Cucumber with Gherkin and a bunch of step definitions for use with Wordpress and Laravel projects.

Whilst setting this all up, I talked the team through the work and created documentation in Markdown so they were able to use it correctly after the contract ended.

Home Office

March 2016 – April 2017

Here I worked on a Symfony application which integrated with a Java Spring backend. We used Gulp to build the frontend templates, stylesheets and Javascript.

We used GitHub following GitHub Flow rules and Jenkins with Slack for our pipeline. Hubot was helpful with automating certain tasks and for providing pugs, of course.

Code coverage was set to fail builds at 80%, along with blocks for PHP Linting, Code sniffing, mess detection, etc.

ABOUT TIME:

November 2015 – February 2016

About Time had a requirement for an API which could integrate with their mobile apps, so using Laravel and a fractal transformer, I created a suitable MySQL schema and hooked one together. We used JSON Web Tokens for quick security and Facebook authorisation to encourage app users to sign up.

Following on from that, I stayed on to assist with the WordPress, Magento and systems administration to get the package live for the client.

Web Technology Group

WTG

October 2013 – September 2015

A second stint at WTG saw me take the lead of a security cleared project with a team of 6.

We migrated a legacy product over to Laravel and went with RequireJS to manage our front end rather than going for a full AngularJS site due to security and legacy browser concerns.
All PHP code was strictly PSR2 and PSR4 and we employed codesniffers with Git pre-commit hooks to ensure things were fully unit tested and up to standard.

For dependency management, we used composer out of the box from laravel and npm and gulp to manage the front end requirements.

BandApp
May 2013 – October 2013

A smaller project with the start up "BandApp" saw me working with CSS3 and HTML5 to turn a PSD design into a fully responsive single page application compatible from mobile upwards.

At the time AngularJS was new to me and seemed a little buggy, so I built the app to respond to AJAX requests with my own libraries and jQuery plugins then uglified them together using RequireJS.

The backend was mainly CRUD spitting out JSON so didn't need too much attention. There was existing code written in CodeIgniter, so I went with that rather than migrating it all out into Laravel or Slim.

WTG

October 2012 – May 2013

Working on a security cleared project, I was employed to work in legacy code to help improve and introduce new features.

The biggest challenge faced was the dealing with the interdependent spaghetti code that you often find in projects that are 10 years old. To improve things, we introduced dependency management via composer and release management using Phing.

During my time here, I introduced new features such as enhanced security functionality to comply with new government standards to avoid DDOS and other attacks as well as advanced interest calculation code to deal with upcoming changes to legislation.

The Open University

October 2011 – October 2012

Initially I was contracted for 3 months to redevelop the annotation student area written on the Sapphire framework, but my contract was extended a few times and I worked in different areas of the organisation.

Moodle 1.9 and 2.* was the main platform used within the O.U. and I got extensive exposure to it. One feature I created was for downloading courses in the correct XSLT format, having some of my code contributing to the Moodle codebase in Github.

I also did a short stint in the library creating a search indexer in Drupal for the storage of the BBC media in the O.U. archive.

Tribal

November 2010 – October 2011

Working in Cambridge, I was employed to prepare a legacy learning product for McDonald's and Sainbury's for an upcoming government audit.

Using some Symfony components and an in house legacy framework, I had to systematically go through each part of the site and ensure compliance whilst also introducing new features to meet the customer's specification.

The biggest hurdle here was the use of a Window's server and MSSQL; the codebase was too old to introduce an ORM like Doctrine, so we made use of a customised active record factory with code lifted from CodeIgniter.

AlertMe

July 2010 – November 2010

Here I got my first introduction into a fully agile environment. Working in a team of 12 developers split up into two teams, we'd start each day with a stand up highlighting blockers and a weekly sprint retrospective to calculate velocity.

We used the Zend framework here which fired out JSON from a RESTful API which was consumed by a few different front end applications, including the main website, mobile apps and some third party applications.

One of the most interesting things we tried here was "Extreme programming", paired programming with one developer writing the unit tests and another writing the methods to pass them.