**Curriculum Vitae**

**John Edgell**

**Contact Details:**

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**Location:**  Colchester, Essex

**Technical summary:**

**Front-End**

* React & Angular
* CSS3 & HTML5
* Vanilla JavaScript
* SASS & LESS
* D3
* Box2D (JavaScript)
* Backbone
* CoffeeScript
* Three.js
* Query
* WebGL

**Version Control**

* SVN
* GIT
* Mercurial

**Mobile**

* Phonegap/Cordova & Unity 3D

**Testing**

* Jasmine
* Karma
* Jest
* Protractor
* Pytest

**Build Tools**

* Grunt
* Gulp
* Maven
* Babel
* Webpack
* NPM

**Server Side**

* Python
* NodeJS
* Linux (Ubuntu, Fedora, CentOS)
* AWS
* Docker
* Apache2
* Mysql
* MariaDB
* Galera
* PHP
* Java
* Redis
* Memcache
* Mongodb
* Perl
* REST
* SOAP
* Microservices

**Other skills**

* Mentoring junior developers
* 1-2’s and objective setting
* Qualified mental health first aider
* Requirements gathering
* Interacting with internal and external clients and users
* Able to interact with other areas of a business
* Team leadership

**Profile:**

I have 14 years development experience working in a wide range of industries. I began with LAMP based applications, then moved my focus onto JavaScript, front-end and mobile technologies. More recently I have been working as software development manager/lead developer for a biopharmaceutical company working on an internal system which was later deployed to partner companies.

My experience has seen me working with both large business critical applications as well as greenfield software development on various platforms including mobile and large cloud based distributed systems. I have worked as a lone developer from project inception to launch and have managed teams and mentored junior developers. I am comfortable working in a client facing role, interacting with all levels of management and executives and am proficient in requirements gathering.

I have a passion for creating usable, scalable and innovative applications that bring real value to both end users and businesses.

**Employment History:**

**June 2018 to December 2019  
Software Development Manager/Lead engineer – Since June 2018  
Kymab LTD**

After my initial contract with Kymab I was brought in as a Software Development Manager to help shape the IntelliSelect platform and prepare it for use by third parties. The project was very successful and was a key part in landing $30,000,000 of investment and a collaboration with a leading biopharmaceutical company.

My day to day duties involved matrix managing a cross functional team of bioinformaticians and software engineers, liaising with stakeholders, attending BD meetings with external partners and planning future development of the IntelliSelect software.

IntelliSelect is a tool developed by Kymab for the analyses, selection and ordering of b-cell clones for further testing. It has an ETL pipeline written in a combination of Python, Perl, Knime and bash which feeds into an oracle database. The database is used by bioinformaticians and Scientists throughout the company, as well as to power a UI built with React,D3 and Pixi.js for creating workspaces to filter and select clones, view information about clones including their properties, lineages, and clusters. My time was split between line management and hands on engineering, as well as client level requirements gathering, planning and architecting engineering solutions and platforms. Further to this, I was responsible for creating a development plan to improve the platform and deploy it to both Azure and AWS.

My day to day duties involved:

* Improving code quality and stability
* Adding new features
* Improving UI/UX
* Improving processes
* Advising on scrum and agile
* Implement git flow workflow
* Liaising with stakeholders for planning and requirements gathering
* Advising on development best practices
* Advising on the use of Jira and definitions for tickets
* Line managing a team of two software engineers and matrix managing 3 bioinformaticians.
* Liaising with external partners
* Working with BD to allow the use of IntelliSelect by external partners
* Working with stakeholders to define and solidify requirements

My role at Kymab has allowed me to utilise my industry and commercial experience to shape the direction of Intelliselect from an academic proof of concept to a commercially viable and business critical product.

**September 2017 to June 2018  
Senior UI engineer  
Kymab LTD**

I was brought into Kymab as a Senior UI developer in order to work on their Intelliselect project. Intelliselect is an in-house tool for the analyses, selection and ordering of b-cell clones for further testing. The software is written using React, D3, Pixie.js for the UI, Java, Python, Knime, Perl, Bash and Nodejs and Oracle as the database. Although initially I was brought in as a front end developer I worked across the full stack.  
  
 My time has been spent:

* Improving code quality and stability
* Adding new features
* Improving UI/UX
* Improving processes
* Advising on scrum and agile
* Implement git flow workflow
* Liaising with stakeholders for planning and requirements gathering
* Advising on development best practices
* Advising on use of Jira and definitions for tickets

**May 2017 to August 2017  
Mobile Application Engineer  
We Are Friday**

My role at We Are Friday was to build a mobile application to allow Nuffield health gym members to book gym classes. The application was built using angular 1.6 and Cordova. This project was a greenfield application and We Are Fridays first mobile application built in house. My role was to take the designs for the application, design the architecture, work with the client to finalise business requirements, and write the code for the application as well as work with the operations team on continuous integration and the QA testers for automated testing. We operated within an agile methodology. The project was completed in 13 weeks with 2 weeks for user acceptance testing and bug fixing. The technologies used were Angularjs, Cordova, Gulp, SASS, git, Jenkins, and Appium for automated testing. This was also We Are Fridays first project using sprints, so I helped them to set up the process and advise on best practices.

**November 2016 to January 2017  
UI Engineer   
Keytree**  
I was brought into Keytree to build a prototype for BP’s sales portal. This was to be used to try and win a bigger contract from BP. The technology used for this project was Angular 1.5, es6, webpack interacting with a SAP backend. After this project i was moved onto a short project for Jaguar Land Rover to update their warranty system. The technology used on this project was EXT js with an SAP backend.

**June 2016 to November 2016  
UI Engineer   
Vouchercodes**  
My duties involved working with product owners to help build their new local food feature. This involved integrating their API data with Google Maps to give a location-based view of local food outlets with offers. The technologies used were Smarty, Handlebars, Backbone, jQuery, Git, the Google Maps API, as well as other libraries. My other duties included bug fixing and general improvements to the codebase and procedures as well as reviewing pull requests.

**November 2015 to June 2016  
Front End Developer  
Addison Lee**

My role at Addison Lee was initially a short-term contract to fix some issues they were having with a widget they had developed, as well as implement some improvements to it. My contract was then extended to 6 months and i began working on standalone partner pages and helping to build an internal development team as well as to help implement agile methodologies into the company and help with system architecture as well as development processes. I also built a NodeJS middleware layer to help unify some of the microservices used by the business. The technologies I used here were Nodejs with express, AngularJS, ReactJS and WebGL, gulp, grunt.

**June 2015 to September 2015  
Front End Developer  
Metail.co.uk**

Metail offers its clients the ability to host a widget on their site which their end users can use to try clothes on a virtual model of themselves to see how they would look. My role was to improve the existing code, add functionality to the widget and improve the code that interacts with the API they had built to generate 2D models of the client. This involved working with coffeescript, backbonejs, Java, grunt and maven. Most of my time was spent on improvements and new functionality with a portion of my time allotted to bugs. We worked in an agile team with 2-week sprints.

**January 2015 to April 2015  
Senior Front End Developer  
Eurostar International**

My role as a senior front-end developer involved requirements gathering, planning and implementing new features for the Eurostar mobile application. A lot of the work involved refactoring and optimising existing code as well as implementing unit testing using Jasmine, with Karma being used locally by developers and Jenkins being used on the integration servers. The core of the application was built using AngularJS, published with Phonegap and interacted with a RESTful API.

**November 2014 to December 2014  
The Premier League**

I was brought on by the Premier League to work on their internal portal used by players, referees and other organisations affiliated with the Premier League. My day to day duties involved clearing bugs and building new features. The system was built using Concrete5 for the front end and Sugar CRM for user and permission management.

**August 2014 to September 2014  
Green Energy Options  
Front End Developer**

My role at Green Energy Options was to implement a web based control panel for their Cosy smart heating technology. This was built using AngularJS and communicated with an API written in JavaScript. This was a greenfield project.

**March 2014 to August 2014:   
Jacob Bailey  
Lead Developer**

I was brought into Jacob Bailey to mentor the current development team and provide support for their ongoing projects, as well as work on mobile projects using Cordova. The company had built a basic Cordova application for Network Rail to enable sharing web-based pages to employees iPhone and iPad managed by a content management system using Laravel. I was tasked with improving the functionality of the application by adding the ability to embed videos within the pages via the content management system, attach documents such as PDF files, word documents and images to the pages. I also added local caching of the articles using local storage and device storage. For embedded video files the option to store the video files locally so that the users could view everything offline. The application checked for new content periodically and cached new ones as they were added to the system.

**April 2013 to March 2014  
Developer  
Cambridge University Press**

I am working with the Cambridge University Press on their Ecommerce system. This is built using Concrete5, mongo and Solr and hosted on AWS. The role involves implementing new features, bug tracking and user requirements gathering.

**February 2013 to April 2013  
Front End Developer  
Bourne Leisure**

I was employed by Bourne Leisure to complete work on their new booking system. The technologies used in this role were Silverstripe and AngularJS. My main duties were to implement a new template to the booking process, add new features to the booking process and fix any bugs security problems.

**August 2012 to November 2013  
Lead Developer  
Cashgenie.co.uk**

I was contracted by Cashgenie.co.uk as a senior PHP developer to help optimise and stabilise the current system as well as design and implement new features. This role involved liaising with service providers, managing development teams both locally and remotely, provisioning of servers.

**January 2012 to July 2012  
Developer  
Think Finance UK (formerly the Fortress Group)**

I have been employed by the Think Finance UK to help build a new product. My duties included planning and implementing features for the new product and coordinating with stakeholders and business analysts.

**October 2011 to January 2012  
Developer  
Slidingpixel.co.uk ([www.gamoso.com](http://www.gamoso.com))**

I was employed by Sliding Pixel as a technical architect. My role was to set up and administer both the infrastructure and the server-side code for games systems. This was built on top of Amazon Web Services.

**March 2011 to October 2011  
Technical Architect  
Coast Digital**

My role with Coast Digital was as a technical architect within their consultancy team. My role was to talk to client, gather requirements and work with the consultancy team to deliver projects.

**February 2010 to March 2011  
Lead Developer   
Freedommarketing.co.uk**

I was employed as a technical project manager with freedom marketing to plan and deliver applications and improvements to the sites run by freedom marketing. Other duties included running multivariate tests for clients and email marketing.

**December 2009 to February 2010**

**Developer**

**gfm.co.uk**

My role at GFM was as a web developer using perl and informix to make websites and microsites for clients as well as working on their fantasy games system.

**March 2008 to December 2009**

**Developer**

**flightline.co.uk**

My duties include the planning, design and implementation of applications and systems for the sites and intranet. In particular, the applications that I have built include a holiday cache to store up to 11 million holiday offers. This consists of an engine which is designed to take user generated accommodation results for hotels in order to pair them with flights using XML requests that are sent to a suppliers API to search for flights. These results are then paired with the accommodation result and put into a database prior to replication via another server where various applications use the results to display the application utilising an Ajax driven live search. There is also a banner generator that I have created for our affiliates to use. It is built using cached results to build images using the GD library which enables the user to select country and region-based offers from the cache to generate an accurate costing. The prices are updated as they change which regenerate the banners being used.

The main part of the site consists of a series of live search applications on two sites that enable the user to search for live availability of a wide range of products including flights, accommodation and car hire from the country’s biggest suppliers. The site is built across multiple servers including a number of Mysql, apache and load balancing servers. The searches are all facilitated using an XML based API. Requests are made via a custom java engine. I also have experience in installing and configuring Mysql on multiple machines as well as optimising the servers and queries on the site.

The client facing side of the site is built with PHP, html, css and javascript and incorporates the use of ajax. In addition, I have built applications for the internal system including statistical tools for user analysis, error tracking, traffic monitoring and server loads. Furthermore, I perform server maintenance on our ubuntu servers and am responsible for a number of mysql servers.

**Feb 2007 to March 2008  
Developer   
Advance Web Solutions**

My role at Advance Web Solutions mainly revolved around the planning and development of PHP/Mysql web sites. Other duties included client liaison, design of new applications and features for clients sites, web hosting administration and some design work.

**Oct 2005 to Feb 2007  
PHP Developer  
4ton communications**

Whilst employed by forton communications I was responsible for the design, implementation, and maintenance of PHP/mysql driven web sites. I was also responsible for SEO maintenance on client’s web sites as well as the implementation of improvements and alterations to client’s sites. I was further responsible for basic server administration as well as database maintenance.

**Feb 2005 to Oct 2005  
PHP Developer.  
Fresh web design**

I was responsible for the design, implementation and maintenance of clients web sites using PHP and Mysql. Other duties included SEO work and alterations to clients web sites.

**Oct 2004 to Feb 2005  
Heavy Plant Operator  
Cadman’s Plant Hire**

I was employed to drive 35 ton articulated dump trucks.

**June 1998 to Oct 2004**

**British Army**

I performed various roles within the army during my 6 years service. Here, I gained various skills which have given me the ability to work well in a diverse range of environments. It also provided me with the skills to work well both as an individual and as part of a team. The diverse range of training and methods of the British army also enabled me to acquire skills in motivating both myself and others as well as providing me with leadership skills, focus, integrity and determination as well as a sense of duty and honesty.

**About me:**

I am a highly motivated, hardworking and reliable person with good communication skills. I am also very organised, efficient and able to work well on my own and as part of a team. I have the ability to work calmly under pressure and always aim to meet set deadlines. I have the ability to both lead and take a support role within a team. Finally, I am highly committed to both personal and professional development and am honest, trustworthy and committed to my family.

**Hobbies:**

My hobbies include playing the guitar, reading and spending time with my wife and daughters. In my spare time I work on creating games using Blender and Unity 3D, as well as robotics projects based around the Arduino platform.

**Other Projects:**

I recently worked with a small CGI company to produce an augmented reality application to showcase properties on a new housing development located in Cambridge.   
  
<https://itunes.apple.com/gb/app/aura-long-road/id805626509?mt=8>   
  
Target images are needed in order to run the application. These are available on request.