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employment	**May '21 - Present** **Indeed / Indeed Flex**	**Software Engineer** Worked on various internal systems as a frontend engineer including the admin control panel and applicant tracking system. Undertook some user-facing work in the form of a webview-powered dashboard for the Indeed Flex mobile app. Responsibilities ranged from finding improvements and updating codebases in alignment with best practices to building complex features and fixing bugs. Heavy focus on automated testing and logging metrics.
	May '18 - May '21 **Warner Music Group**	**Full Stack Developer** Projects ranging from websites and real-time fan activations to augmented reality filters and group listening apps. I built serverside rendered and statically generated sites and used both regular and headless CMSs.
	October '17 - May '18 **Digital Mosaic**	**Junior Developer** Static websites and Worpress builds, email templates.
	August '16 - September '17 **Addison Group (Super Union)**	**Junior Web Developer** CMS-powered websites for FTSE100 corporate companies.
sample web experience (see website)	**Spotify Listening Party** *listeningparty.io/balcony*	Synced group listening experience and chat room with artist interaction. SPA powered by the Spotify API and PubNub for the real-time pub/sub service. Features chat filtering and admin moderation.
	David Bowie: Space Oddity - 2019 Mix Map *spaceoddity.davidbowie.com*	Powered by Mapbox and AWS S3, users can plot a photo of their vinyls at their current global location. Includes admin approval panel.
skills	**Languages**	Typescript, ES6+, HTML, CSS / Sass, PHP
	Technologies	**Version control:** Git **Frontend:** React, React Native, Redux, CSS with JS or preprocessors, Next.js, i18n, a11y, Webpack **APIs:** REST, GraphQL, caching libraries such as React Query **Serverside:** Node, SQL / NoSQL databases, Next.js, Prisma & ORMs, regular and headless CMSs **Automated testing:** Jest, Cypress, Storybook, React Testing Library **DevOps / SRE:** AWS, Docker, Terraform, DataDog, CLI tools, other cloud hosting platforms (including serverless) **Misc:** Frameworks, preprocessors, templating, build & bundle tools, code generators, content management systems, augmented reality
	Software	Sketch / XD / Figma, Photoshop, Illustrator, Unity, Office / Outlook, Slack, Notion, Mac, Windows, Linux
education	**2014-2018**	**University of Kent** BSc Multimedia Technology & Design with a Year in Industry
	2005-2012	**Wilmington Grammar School for Boys** *A levels* - Maths, Physics, Art *GCSEs* - 11 A*-C
hobbies & interests		Hackathon track winner (AR challenge at Junction) 🏆, code, technology, music, guitar, art, design, megaliths & ancient history 🗿🌌

Current Role

I have spent the last three years at Indeed helping people get jobs through their Indeed Flex platform. Much different to the more creative role I had at my previous job where I worked on multiple smaller projects, I instead worked across larger codebases, maintaining and building features for their internal systems. These include the admin control panel (ACP) and applicant tracking system. As an engineer, the main focus of my duties is making sure the code I write is heavily covered by **automated tests** and every feature is accompanied by useful logged metrics which can be queried by stakeholders. Other metrics include those picked up by real-user-monitoring and error logging with **DataDog**.

I have gained a lot of experience utilising **Jest**, **React Testing Library** and **Storybook** to make sure my **React** components are well tested and all functionality is documented. In fact one of the the first things I did when I joined the company was notice the lackluster quality of unit tests in the ACP codebase. I wrote a document outlining best practices, presented it to the Frontend Guild to make sure everybody was aligned, then went and updated every test to adhere to those standards. Storybook has been vital in documenting every piece of functionality for a component and the "play" functionality means unit tests can be written directly inside the stories, allowing interractions to be visually automated. It is also a great way of sharing work with team members and stakeholders so they can see the depth of functionality in a component without needing knowledge on how to use it themselves. Lastly, I have utilised Storyook along with **Chromatic** to do **visual regression testing** for our UI components.

I am a major proponent of **Typescript**. I believe it is the standard for all code that is higher in complexity than a simple HTML webpage. When I joined Flex I found, to my surprise, that the company was still using Javascript! The first major impact I made as an engineer was to make sure that the company moved towards using Typescript across all frontend codebases. I presented the case for having engineers write all future code in Typescript and it was accepted. The increase in code quality was immense and it made our eventual merge with Indeed R&D go much more smoothly as their systems were already written in Typescript. My forward thinking where others had not considered it and my eagerness to assert improvements ensured we never fell too far behind with tech debt and out-dated practices.

Past roles

The majority of my full-stack experience has been at Warner Music Group where I was involved in a wide breadth of projects in an environment more akin to a digital agency than a large tech company.

I used Typescript across most projects with React on the front end and **Node** on the server side. I mainly used the **Next.js** framework and hosted those projects on Vercel. Vercel allowed easy utilisation of **serverless** functions, **SSR**, static optimisation and, when needed, **JAMstack** static-site generation. I used a few other cloud platforms such as **Heroku**, **AWS** and **Mongodb Atlas**. I worked with both with both **SQL** and **NoSQL** databases, and both **REST** and **GraphQL** APIs.

Towards the end of my role my main focus was on building listeningparty.io, which was a synced group listening and chat room experience. It used **Redux** for state management and made heavy use of the **Spotify** API. Fans could listen to music on Spotify together and chat with each other or to the artist at the same time. Initially delivered as bespoke one-off activations, we extended it into a self-service platform where marketing managers etc. could schedule and publish parties on their own through an admin panel similar to a CMS. The publishing panel included features like theming with image uploads using **AWS S3** and geofencing using an external **IP-geolocation** API. There was also chat moderation (with banning / unbanning and message deletion) and profanity filtering. I worked closely with our designer to come up with the UI/UX and onbparding process for the app.

On many occasions I used **websockets** to build real-time activations like stream-to-unlock fan engagement campaigns. I utilised geolocation to build a map-based activation for David Bowie which also used S3 for image uploads and featured a content-approval admin panel. I also built a rewards club system with authentication including email confirmation and password recovery. That site also featured internationalisation, with the ability to switch between two languages. I also, with the help of Javascript, built a few **augmented reality** social media filters in between my main duties as a web developer.

One project which I would love to show off for its amazing front-end execution, which utilised **WebGL** (via three.js), is our department website which, unfortunately, never went live. It was a JAMStack static site which used **Strapi** as a **headless CMS** connected via a GraphQL API. It was a truly slick looking website!

The Future

After over 6 years of experience in this field I am ready to move into on a senior engineeering role. I value type-safe, well tested, well documented code and have plenty of experience in sharing knowledge and championing improvements wherever I see them. I believe that I can combine these strong engineering skills with my eye for design to add value to any business going forward.

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