Emily Stewart

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Software engineer with a unique blend of technical expertise and human-centered problem-solving, backed by six years of HR experience and a strong scientific foundation. Proven ability to design and implement scalable systems, optimise processes, and bridge technical solutions with user needs. Experienced in full-stack development with modern web technologies, having successfully delivered responsive, accessible applications. Known for collaborative leadership, data-driven decision-making, and translating complex requirements into elegant solutions. Currently completing an intensive full-stack development bootcamp to formalise technical skills gained through hands-on project development and self-directed learning.

Technical Skills

Programming Languages	JavaScript	HTML5	CSS3
Frameworks & Libraries	Node.js	Tailwind CSS	React	Next.js	Express.js
Tools & Technologies	Git	GitHub	VSCode	APIs	DevTools	MongoDB
Development Practices	Test Driven Development (TDD)	Code reviews	Agile methodologies	Pair programming
Web Development	Responsive design	Accessibility (WCAG)	Cross-browser compatibility	DOM manipulation

Transferable Skills

Systems Design	Requirements gathering, MVP development, process optimisation, workflow automation
Project Management	Stakeholder collaboration, risk mitigation, resource allocation, timeline management
Data Analysis	Performance metrics, reporting, data integrity, evidence-based decision making
Communication	Technical documentation, knowledge sharing, mentoring, cross-functional collaboration

Projects

Bubble Tea Website
Deployed: emilystewart26.github.io/Website
GitHub Repo: github.com/emilystewart26/Website

Developed a fully responsive, accessible website comprising a homepage and three internal pages. Implemented consistent navigation structure and layout using Tailwind CSS, with a strong focus on semantic HTML and accessibility best practices to ensure usability across devices and user needs.

Text Adventure Game
Deployed: emilystewart26.github.io/adventure-game/
GitHub Repo: github.com/emilystewart26/adventure-game

Developed a browser-based narrative RPG in JavaScript, combining interactive storytelling, game mechanics, and user interface logic. Designed a dynamic festival-themed experience requiring player decision-making, scoring, and progression. Strengthened skills in event handling, game loops, conditionals, DOM manipulation, narrative design, creative writing, and debugging through self-directed development and iteration.

JourneyBook   Deployed: https://journeybook.vercel.app
                    GitHub Repo: github.com/emilystewart26/journeybook

Collaborated on a React and Next.js social media app for sharing travel experiences. Built a responsive SPA with Tailwind CSS, featuring user posts, photo uploads, reaction buttons and 'like' count. Gained hands-on experience with GitHub version control, branching, and resolving merge conflicts during our first group project in a collaborative development environment.

EventApp   Deployed: fullstack-event-app-frontend.vercel.app
               GitHub Repos: https://github.com/emilystewart26/fullstack-event-app-frontend
                             https://github.com/emilystewart26/fullstack-event-app-backend

Built a full-stack event listing SPA featuring user authentication with MongoDB. User credentials are validated through an API, and logged-in users can view, add, update, and delete events, enabling full CRUD functionality in a streamlined interface.

Employment_____

HR Manager | Eastwood Consulting Engineers   Jul-Nov 2024
Standalone role supporting 100 staff in a demanding civil and structural engineering   Sheffield
environment.

- Designed and implemented new HR systems (recruitment, onboarding, performance reviews) with stakeholder input, akin to gathering requirements and iterating on MVPs in software development.

- Reorganised internal team structures based on strengths and data-driven performance reviews, reflecting key principles of scalable system design and resource optimisation.

- Collaborated with senior leadership to align HR strategies with business goals - similar to aligning software solutions with product requirements.

- Led complex risk-mitigation processes (e.g. employee relations cases, settlement agreements), showcasing critical thinking and analytical decision-making under pressure.

- Coached leaders on using structured, competency-based evaluation (e.g. interview frameworks), echoing principles of designing fair and testable systems.

- Mentored staff through "Technical Forums," helping them present confidently - paralleling knowledge-sharing practices like code reviews or lunch-and-learns.

- Maintained compliance through rigorous legal audits, comparable to ensuring software or process compliance in regulated environments.

People Experience Advisor | Mondelez International   Apr-Jul 2024
Manufacturing role supporting 300 plant staff responsible for the production of   Sheffield
Maynards Bassetts and Trebor branded confectionary.

- Ran large-scale payroll and workforce reports using tools like **Kronos** and **ADP**, demonstrating strong aptitude with enterprise software and data integrity.

- Handled HR service tickets using **ServiceNow** and **Workday**, translating to experience with ticketing systems and cloud-based platforms common in IT operations.

- Applied **Lean Six Sigma** principles to improve process efficiency and internal communication - directly aligned with Agile methodology and DevOps culture.

HR Assistant | ZOO Digital   May 2020 - Apr 2024
Award-winning cloud software and localisation company with offices in 13 countries   Sheffield
worldwide.

- Maintained employee records via **Cezanne HRIS**, showing comfort with relational data systems and administrative software platforms.

- Owned recruitment lifecycle, from job spec writing to stakeholder feedback - parallel to managing product requirements and iterative testing.

- Spearheaded onboarding improvements using feedback loops - an approach analogous to user testing and agile refinement in software.

- Advocated for mental health through virtual initiatives and multimedia content (e.g. video editing, presentations), highlighting user empathy and communication skills crucial in UX design and product development.

- Built inclusive platforms (intranet resource hub, internal podcast series) that improved employee engagement and education - relevant to internal tooling or employee-facing software development.

- Created engaging learning materials (tutorials, infographics), reflecting an ability to translate complex ideas clearly - essential for documentation and developer education.

Office Coordinator | Bond Bryan Architects   Aug 2018 - May 2020
Architectural practice with 5 hubs across the UK, known for creating inspiring places   Sheffield
with sustainable legacies.

- Supported business operations with project logistics, stakeholder engagement, and internal communication - experience that directly parallels product/project management in tech teams.

- Developed operational solutions (e.g. sample library, booking system), demonstrating initiative and systems-thinking relevant to automating workflows.

- Created staff-facing resources (e.g. welcome booklets) to improve onboarding and retention - mirroring UX content design and information architecture practices.

- Led logistical planning for a new office launch, akin to launching a new software environment or infrastructure setup.

Education & Qualifications_____

CIPD | Level 3 in People Practice
MHFA England | Mental Health First Aider

University of Leeds | MSc Bioscience 2014-2015
University of Central Lancashire | BSc (Hons) Neuroscience 2011-2014
Sheffield High School | A Levels: Biology A, Chemistry A, Physics B. 9 GCSEs A*/A.