linkedin.com/in/steveutting



< My Objective >

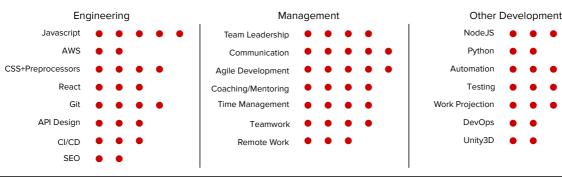
I am a Technical Team Lead at a FTSE250 company, it's big, it's complex, and it offers a myriad of challenges in any direction. I've led a team here for 2 years, and worked in the development team before that. However it is my sole data point of leadership, to better grow I am aiming to expand my experience of the industry, get a more diverse array of approaches and systems.

The position/company I'm looking for

- Has great role models
- Is investigating new technologies
- Has a strong work ethic

- Allows time for professional development
- Has high standards
- Is fun!

< My Skillset >



< My Work >

Technical Team Lead at IG

January 2018 - Present Day

2018/19 - Developer

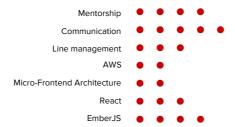
2019/20 - Senior Developer

2020+ Technical Team Lead

Working at IG Index started my leadership journey. From qualifying as a Scrum master to running a cross-functional agile development team, mentorship, managing restructures and always pushing for technical excellence within an enterprise environment.

At IG I first crafted then fostered a great team culture, building diversity and clear communication into our very DNA, removing politics and inputting data at every step. While also finding the middle ground in what would end up as one of the biggest technical renovations for my team (an enterprise monolithic EmberJS app migrated to React Microfrontends)

Position-specific Skills



Front-End Developer at Global

April 2016 - December 2018 - Mid level Developer

Home to some of the UK's best-loved radio stations such as Heart, Capital and Classic FM, to name a few, Global keeps 24.4 million listeners tuned in and entertained each week.

As a web team the challenge at Global has been not only to produce high quality and performant work that keeps our 24 million monthly web viewers happy. It is also to keep in mind features requested by one of our brands and how they can be enabled in our central codebase for use across all other brands. This balance of internal user customisation while keeping features generic but still applicable to as many users as possible has allowed all of us on the web team to better look at the bigger picture rather than taking a more narrow view.

Skills I have developed at Global are centered around learning what it means to be in a large-scale, multi disciplinary Agile development team, occasional remote work with it's positives and negatives as well as delving further into back-end development and DevOps





Developer at Super natural

Nov 2013 - April 2016

2013/14 - Junior Developer

2014/15 - Mid-Weight Developer

2015/16 - Mid-Senior Developer

Super natural is an award winning, digital production agency who concentrate on producing tech-driven HTML digital marketing solutions. My primary role at Super natural is that of front-end developer, however I have also worked on full-stack projects both within the digital marketing sphere and as a prototyper. Skills learned are extensive and varied, including mobile and mobile-web development, social media integration, Mac App development, server setup, running and maintenance. All this in a host of languages including JavaScript, Python, PHP and NodeJS.

Beyond technical skills, working at Super natural has taught me how to work in a fast-paced commercially driven environment yet ensuring a very high standard of output. This is thanks to following a very strict internal process, as well as working in a logical a clearly defined way so as to make my scripting both readable and clear as to its function.

Position-specific Skills

Project Manager Intern, Makelight Interactive

May 2013 - September 2013 - Project Manager Intern

Makelight is a tech startup in Shoreditch, London. The company centralises around an app that allows audiences at concerts and conferences become more involved in the proceedings.

While working here I designed and built the website, created and edited both video and still image marketing campaigns, while also being project manager of the small team and handling office management.

Tutor, Victoria University of Wellington

July 2012 - November 2012

I tutored a first year Design Innovation paper for 2 semesters while living in New Zealand. The role was to mentor a group of 30 students, convey and communicate instructions, deadlines and any other needed information from the lecturer.

This role also created the basis for self and peer review, making sure any communication was concise and clear. It enhanced my skills of patience and judgement through micro-management and grading respectively

< Academia and Certification >

Scrum.org

PSM1 - Professional Scrum Master 1

Pass rate 96% Jan 2021

Victoria University of Wellington

Postgraduate Diploma in Digital Media Design Innovation

Grade Average A-Feb 2012 - Nov 2012

Computer Game Design Interaction Design
Design Led Futures Design History

Specific Skills

Game Development (C# + Unity)

3D Modelling

Digital Rendering

Solidworks, Photoview and Autodesk Maya

Game Design • • •

Bachelor of Design Innovation, Industrial and Digital Media

Grade Average A-Mar 2009 - Nov 2011

Specific Skills

Digital Photography

Adobe Animate Scripting

< Who I Am >

You do not rise to the level of your goals. You fall to the level of your systems - James Clear, Atomic Habits

I love learning new things and improving processes. In my spare time it's sourdough, coffee, and going to conferences and hackathons. I love to talk and have been called a good mentor and communicator. I am from New Zealand and love the outdoors, travel, drinking craft beer, red wine or single malt. I play games agnostic of medium, be it console, table top or sports field. I am a maker and am always looking to improve the system, the method, and myself.