

George Gloyens

Creative Full-Stack Developer

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Experience:

Junior Full-Stack Developer | February 2023 – present
Phantom Studios | London, UK

- Delivered new features and maintained codebase for multiple large-scale projects, including Google's Digital Sovereignty Explorer, the Financial Times' FT Channels and FT Commercial websites, and Diageo's Smirnoff Generator, collaborating closely with design, creative and QA teams.
- Collaborated continuously with wider tech team on various smaller or internal projects, primarily using Next.js, Typescript, Vercel and Github, but also technologies such as AngularJS, Python, Google Cloud Platform and Gerrit for Google-specific projects.
- Proactively engaged in personal development by designing, researching, developing and testing several personal projects, including *Get Into Gizz* and *MovieBot*.

Graphic Designer | April 2021 – February 2023
RhosGFX | Remote

- Created and marketed multiple icon packs, which were purchased by thousands and used in games collectively totalling over 1 billion views. Top seller on game development marketplace *itch.io*.
- Created personalised icons and UI for a variety of clients across the independent game development space.
- Managed freelance business operations, including client acquisition, financing, marketing and project management.

English Teacher | August 2019 – April 2021
JET Programme | Ibaraki, Japan

- Planned full year curriculums and delivered lessons as the primary teacher for Japanese students of different levels across three schools. Increased number of students taking English as an elective year-on-year and was invited to lead additional higher-level classes as a result.
- Led after-school conversation club and tailored exam preparation for students taking the Eiken English exam, improving students' conversational ability and ensuring acceptance into first-choice universities.
- Created a revision website to deliver English work to new students during the 2020 quarantine, ensuring that students could pass midterm exams despite heavy disruptions to the start of the year.

Projects:

Get Into Gizz | February 2023 | <https://github.com/gloyens/gizz-next-remake>
Created a fan website to help users explore albums by prolific Australian rock band *King Gizzard and the Lizard Wizard*; viewed thousands of times monthly since creation, and endorsed by the band itself.
Technologies used: Next.js, React.js

MovieBot | May 2023 | <https://github.com/gloyens/movie-recs>
Created an AI-based film recommendation app using ChatGPT and presented to the wider tech team. Designed UX/UI in Adobe Illustrator and brought the app to life through Next.js and the OpenAI API.
Technologies used: ChatGPT, Next.js, React.js

Super Leaf Crusher Game | October 2021 | starborg.itch.io/super-leaf-crusher
Created simple puzzle game whereby players must reach a goal while stepping on as many tiles as possible. Designed 21 individual levels and all assets associated with the game.
Technologies used: Godot, Aseprite

Skills:

Frontend: Next.js, React.js, Typescript, JavaScript, Sass, CSS Components

Backend: Docker, CMS (Wagtail, Directus, Contentful), Redis, Python, Django, Google Cloud Platform

Other Technological: Google Analytics, Stable Diffusion, ChatGPT, Git (GitHub & Gerrit), Jira, Adobe Illustrator

Languages: English, French, Japanese

Education:

Le Wagon London | October – December 2022

Web Development bootcamp | Developed two responsive, user-friendly full-stack applications alongside a small team, using Ruby on Rails and JavaScript. Awarded first place in mid-course front-end project competition.

University of Exeter | 2015 – 2019

BA Business and Management with proficiency in Advanced French | 2:1