

ISAAC BOWYER

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> [LinkedIn](#) | [Portfolio](#) | [GitHub](#)

Problem-solving Collaboration Attention to detail Communication

Proactive and adaptable Fullstack Software Engineer with over 3 years of experience building scalable, cloud-based applications across web and mobile. Strong communicator and team player who thrives in fast-paced agile environments, blending frontend design with backend logic to deliver impactful digital solutions. Demonstrated success across AI-powered SaaS platforms, automation tools, and UI/UX design. Passionate about continuous learning and adopting new technologies to stay ahead in the evolving technology landscape.

TECHNICAL SKILLS

Frontend: JavaScript (ES6+), TypeScript, React, React Native, Next.js, Redux, React Query, Axios, TailwindCSS, Gluestack UI, Chakra UI, Wordpress

Backend: Node.js, Python, Django, ASP.NET

Databases: PostgreSQL, MySQL, Firebase (Auth, Firestore)

Testing: Jest, Vitest, Cypress

AI & Integrations: LangChain, OpenAI (GPT-4)

Tools & DevOps: Git, GitHub, Docker, CI/CD, Azure, Vercel, Expo, Stripe, Figma

PROFESSIONAL EXPERIENCE

SOFTWARE ENGINEER

2024 - 2025

Guildhawk

- Developed frontend features across three integrated SaaS applications using TypeScript, Next.js, Redux, and Chakra UI.
- Key contributor to GAI Translate, an award winning AI-driven translation tool that became a strategic revenue generator.
- Integrated Stripe APIs for automated billing, increasing recurring revenue by 15%.
- Delivered backend functionality using Django and ensured integration with CI/CD pipelines for seamless deployment.
- Collaborated on AI-based workflow automation tools using LangChain and OpenAI LLMs, reducing manual linguist review time.
- Contributed to the company's rebranding by redesigning interface components.
- Championed clean code practices, peer-reviewed pull requests, and promoted principles like SOLID, KISS, and YAGNI.

JUNIOR SOFTWARE ENGINEER

2023 - 2024

ELAROS

- Extended a university project into a part-time role while studying, demonstrating commitment and time management.
- Led UI redesign for the C19-YRS Covid recovery platform using Figma, enhancing visual clarity and accessibility.
- Built React Native features with Gluestack UI to streamline user journeys—cutting steps by 50% and boosting engagement by 25%.
- Developed Firebase backend workflows to support secure data handling and platform responsiveness.

PLACEMENT SOFTWARE ENGINEER

2022 - 2023

Guildhawk

- Engineered a cloud-based CRM/ERP system using TypeScript, Next.js, TailwindCSS, and ASP.NET - designed to reduce PM workload by up to 60%.
- Built and maintained a library of over 250 reusable UI components based on atomic design principles.
- Authored 80+ automated E2E tests and led internal Cypress workshops to upskill the engineering team.

EDUCATION

BSc Computer Science (First Class Honours)

2024

Sheffield Hallam University

- Final-year modules: Functional Programming, AI & Machine Learning, Robotics, Software Architecture & Design.
- Dissertation: Developed an OH mobile app for Long-Covid recovery in collaboration with ELAROS. Praised by the client for design and functionality.

LEADERSHIP & VOLUNTEERING

Student Mentor (2023 – 2024)

- Supported a group of first-year Computer Science students with coding, coursework, and time management.
- All mentees reported improved confidence and satisfaction through peer learning.

Course Representative (2022 – 2023)

- Represented 100+ students in department meetings. Provided constructive feedback that led to improved assessments and module structure.

Software Society Member (2020 – 2024)

- Participated in HackSheffield, solving real-world problems collaboratively under time pressure.

References available upon request