

# Jack Bliss

John Arthur Cordeux Bliss - 9th November, 1992  
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Experienced full-stack web developer with expertise spanning HTML/CSS, frontend frameworks, API design/development, and DevOps and infrastructure deployments. Technical leader with clear vision and balanced understanding. Drives progress in internal processes and tooling to support productivity across the organisation. Delivers features and products end-to-end, from conception and design through to documentation and sunset planning. Passionate about holistic approaches to creating exceptional user experiences. Habitual in staying up-to-date with emerging technologies and best practices to deliver high-quality results. Mentoring and nurturing junior developers and effectively coordinating outsourced freelancers.

## Battlefy - battlefy.com - Senior Engineer

Sep 2018 - Apr 2023

- Promoted to tech lead after 12 months and to senior after another 20 months
- Wide range of roles and responsibilities - platform work using legacy codebase, client work to specification, and core engine work improving developer tools and processes
- Seamless transition between independent thought leadership and meticulous execution to meet tight deadlines
- Bridged gap between sales and product teams enabling outstanding client success metrics and key results
- TypeScript, React, angular.js, express, MongoDB, postgres, GitHub actions, Firebase, PayPal, wide range of AWS services and infrastructure-as-code

## Campus Society - defunct - Frontend Engineer

Aug 2017 - Sep 2018

- Campus Society was a social network for students, with a focus on collaborative learning and career development
- Frontend engineer specialising in Angular2 and CSS
- Cross-functional unit with design, backend, web client and mobile client

## University of Warwick - MEng, Electronic Engineering - 2.1

Sep 2011 - Jun 2015

- Fundamental understanding of computing provides strong basis for software development
- Circuit/chip design, analog and digital signal processing, kinematics, robotics, HDL, information and power systems, business and economics

## Example projects

### Campus Society - Campus Books

- Realtime collaborative application for annotating textbooks
- Users can read academic textbooks online, and add annotations to passages, and share their annotations with classmates or other users around the world
- Up-front licensing cost for textbooks required flawless execution - finished feature greatly contributed to user acquisition and retention

### Battlefy - Ticket Kit

- Part of the “kit” series of projects, internal developer-facing products designed to ease creation of a variety of user experiences
- End-to-end product design and development, including admin UIs for managing tickets, user flows for purchasing tickets, and a code package for integrating with the ticket system
- Backed by PayPal for globally accepting payments and refunds
- Enabled premium tournament registrations, unblocking client deals and new revenue streams

### Battlefy - Tournament Structure

- Battlefy’s legacy platform had a few well-supported formats, but premium publisher clients required more complex formats for latest-trend games like Apex Legends and Teamfight Tactics
- Revamped approach based on graph theory/finite state machines unblocked new client deals and kept Battlefy at the forefront of the industry
- Scalable design principles and strong documentation necessary to ensure the tool receives continued support after my departure

### Battlefy - Hearthstone Masters

- Close working relationship with one of Battlefy’s largest clients, Blizzard
- Developed core platform features to enhance the play experience and a white-label portal to support viewership and tournament join conversion
- Travelled to multiple locations in the United States to provide in-person tech support, often dealing with mission critical bugs, supporting unusual requests, and even working with the home office to defuse PR situations
- Worked with client success managers, tournament administration teams, and sales teams to plan project improvements and maximise key metrics like player retention and user ratings