

James Litchfield

Software developer

Enthusiastic, team orientated and friendly individual, with knowledge in a vast amount of fields, always willing to learn and try new things to the best of my ability.



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Liverpool



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github.com/james-litch

TOOLS

Git / GitHub

Python

Swift / SwiftUI

Java

HTML / CSS / SCSS

JavaScript / TypeScript

Dart / Flutter

React / Gatsby / Next

C# / Xamarin

Node / GraphQL

PHP / Wordpress

INTERESTS

Gaming

Music

Web Development

Mobile Development

EDUCATION

UNIVERSITY OF LIVERPOOL

BSc Computer Science (1st class).

09/2017 - 06/2020

Modules

- Advanced AI.
- Data Mining and Visualisation.
- High Performance Computing.
- Computer vision.

WORK EXPERIENCE

Mid-Level Developer

Dexerto

01/2021 - Present

Remote

Digital media company specialising in gaming and entertainment news.

Achievements/Tasks

- Dexerto.com (PHP, Wordpress): Maintaining the site, improving the SEO scores and Increasing Google Ad viewability.
- My-stats.com (Next.js, Tailwindcss): Developing and testing React Components while using tools such as Storybook and Cypress for testing.

Full Stack Developer

Eledev Digital

05/2020 - 01/2021

Remote

Digital agency producing mobile software.

Tasks

- Hour Blocks (Swift, UIKit, SwiftUI): Developing and maintaining a day planner app. With 100k+ downloads, this featured as App of The Day in 150+ countries.
- Pro Wrestling Simulator (Swift, UIKit, SwiftUI, Typescript, Node.js, MongoDB): Developing and architecting an API for a simulation game that is expected to launch on the App Store soon (for which I held ownership of development).
- E-commerce Mobile App (Flutter, GraphQL) : Developing and architecting a multi-platform e-commerce application for a £100k MRR company (for which I held ownership of development).

Contact: Mr Saeed - james@eledev.digital

Junior Developer

K-matic

05/2020 - 07/2020

Remote

Developing customisable solutions for the collection, analysis and processing of geospatial data.

Tasks

- Data processing program (C#): Developing tools to help with processing incoming data.
- K-Mobile (Xamarin Forms, C#): Adding functionality to the K-Mobile app.
- Investigating how augmented reality frameworks (ARKit and ARCore) can be incorporated into existing solutions.

PERSONAL PROJECTS

Nell - Lecture Assistant (2019 - 2020)

- Tools : Dart / Flutter / Node / GraphQL / MongoDB.
- Created a platform to help improve the lecture experience. Students can answer questions set by the lecturer, ask questions and look-up common definitions.

Android Timetable App (2018 - 2019)

- Languages : Java / XML / PHP / MySQL.
- Created a platform for students to effortlessly track upcoming lectures and register attendance.
- Personal data loaded from MySQL database using PHP.