

# James Hardy

## Full Stack Web Developer

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## About

Coming from a background in education, one of my roles was teaching programming. This experience inspired me to continue expanding my own knowledge and become a full stack web developer. I have a passion for projects with social impact and work environments that support continued learning.

## Skills

Agile Methodology  
Kanban  
TDD  
Pair-programming  
Responsive Design  
Git / Version Control

## Stack

Javascript ES6  
HTML5  
CSS3  
SQL  
Python  
C++



Node.js



React.js



PostgreSQL



Material UI



Figma



Jest



Travis CI



Heroku

## Experience

### Project Radio Zataari

<https://projectzaatari.netlify.app/>

**Role:** Dev-Ops & Developer

06/2020 - Present

**A Web App providing humanitarian relief & empowering war-affected communities**

- A collection of remote workshops focusing on radio & listening groups. Made accessible to charities and volunteers wishing to find & share open-source resources.
- DevOps responsibilities included: setting up the project architecture (React components structure, server, database) and continuous integration tools (Travis, Codecov)
- I was also active in organising the team's workflow (sprint planning, prioritising, reviewing Kanban board) and communication with the product owner.

**Technologies used:** React, Netlify, Lambda, Airtable, Styled Components, Material UI, Jest, Cypress, Story Book

### Bechdel & Beyond

<https://bechdelbeyond.netlify.app/>

**Role:** Scrum master & Developer

05/2020 - 06/2020

**A Web App exploring gender in-equality in the film industry**

- A community-driven service that allows people to rate films based on the gender representation proposed by the Bechdel test.
- My main role was to ensure successful organisation, communication, and coordination across the team of four, guided by agile values and principles. I organised daily stand-ups, sprint planning and retrospectives, enhancing my leadership and communication skills.
- As a developer I adhered to TDD & pair programming principles. I was most proud of our 97% code coverage for the server-side.

**Technologies used:** Node.js Express PostgreSQL, React, Material UI, Tape, Jest, Travis CI, Cypress

## Education

### Founders and Coders

03/2020 - 06/2020

A highly competitive coding course that focussed on pair-programming and social impact. The curriculum covers HTML, CSS, vanilla JavaScript, Node.js, PostgreSQL, Express and React. Agile methodology is prioritised including project builds in weekly sprints

## Other Experience

### Goldsmiths University

**Computing Lab Assistant** 10/2018 - 01/2019

My role highlighted my coding competency as I taught fundamental programming, gaming, and computer vision principles using C++, C#, Python & JavaScript.

### Hatcham Temple Grove Free School

**Teaching Assistant** 01/2019 - 01/2020

I worked in collaboration with class teachers to deliver lessons to students with special educational needs. I also produced and delivered Computing and Music Technology lessons.

### Goldsmiths University

**Bsc Music Computing** 2014 - 2018

My dissertation researched the viability of procedurally generated audio for video games. As part of the study, I developed a game that that composed the soundtrack and in-game audio based solely on the player interaction. I used Unity, C#, C++, Openframeworks, OSC & Max MSP