Jamie Carter

About Me

I am an aspiring web developer and former visual arts **project manager** recently graduated from Founders and Coders (FAC18). I'm now looking for a dev role where I can hone my skill in the technologies I have learned over the past months, and build on them through **further learning** and expanding my stack.

As a developer I want to build **apps that enhance our lives** and contribute to a fair and **socially conscious online society**. In the future I would love to explore the creative aspects of coding and development, and ideally marry my new skills in development with a visual art context.

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Tech Stack

Languages
Semantic HTML
CSS and Styled Components
JavaScript (ES6+)

Libraries and Frameworks
React
Node.js
Express
npm

Databases
PostgreSQL
Airtable

Authentication
BCrypt
JSONWebToken

Methodologies
Agile
Scrum
TDD
Pair Programming
Accessibility
Prototyping

Toolkit
Git & Github
Netlify
Heroku
Travis CI
Codecov
CLI/Bash

Design
Figma
Adobe Photoshop
Adobe InDesign
Adobe Illustrator
Adobe Premiere
Sketchup

Testing
Jest
React Testing Library
Tape
Supertest
NYC

Selected Recent Projects

Gateway 2 Heritage (Tech for Better - FAC client project)
An app to allow small or underrepresented heritage museums to catalogue, display and sell photographic image rights.

Role: QA & Developer - The **QA** role gave me a chance to further develop my knowledge of testing and coverage; a skill I felt that I had previously neglected. I also learned the importance of ensuring **clean, consistent code** throughout a codebase.

Tech stack: React, Styled Components, Netlify Lambda Functions, Airtable, TravisCI, Codecov, Jest

One week of user research and prototyping and two week-long development sprints.

live site | **code**

Reduce, Reuse, Recycle (FAC student project)
A tablet-first game app designed to teach children aged 4-6 about recycling and environmental issues.

Role: UX/UI Lead & Developer - As **UX/UI** lead I oversaw **usability testing**, prototyping and created the project's **style guide**. This experience made me appreciate advocation for the user and the importance of these non-development aspects in a successful app build.

Tech stack: React, Styled Components, PWA, TDD with Jest, Netlify, React drag and drop with touch screen support.

One week of user research and prototyping and two week-long development sprints.

live site | **code**

View more of my recent projects on my **portfolio website**

Experience

Founders and Coders (FAC18)   10/2019 - 03/2020
A sixteen-week **full stack** web development bootcamp teaching JavaScript, Node.js, Semantic Web, Database, frameworks and Agile methodologies.

I joined FAC because their **peer-led learning model** is similar to that of arts education and gallery working, so I knew it would be an environment I could thrive in. The curriculum, which cumulatively builds on new technologies and theory week-by-week, has been an excellent way to learn to a high level of web development competency in a relatively short time. I am looking forward to joining the diverse community of FAC alumni, and passing on my learning as a **mentor to future cohorts** and dev students.

Education

Glasgow School of Art
09/2006 – 06/2009

BA(Hons) Environmental Art

A highly regarded contemporary fine art degree, specialising in public and participative art, with a focus on **audience context**, research, project development and **peer-led critical evaluation**.

Leeds College of Art & Design
08/2005 – 06/2006

Foundation Diploma in Fine Art

Interests

Visual art, design and architecture
Coding & development
Computer Security
Football
Tennis
Music

Experience cont.

Exhibitions Manager - White Rainbow, London   11/2017 – 04/2019
Project and production management of exhibitions and related promotional media at a not-for-profit gallery.

White Rainbow reformed as a not-for-profit in 2017, and I was promoted to Exhibitions Manager. Without commercial pressures, we were able to mount more **ambitious projects**, allowing more time for **creative collaboration** and build, but with **tighter budgeting** overall.

This was my first **team leader** role, where I was responsible not only for **build planning**, time management and production research, but also for overseeing assistants and technicians, **delegating** tasks and **problem-solving**. As my team was usually fewer than ten, I opted for a **discursive approach** to management, with final say being mine in difficult or unclear situations.

In order to save budget at this iteration of the gallery I took on the bulk of digital design work, picture editing and the Wordpress-based website. I was already comfortable with Adobe Creative Suite, but this extra task helped me refine my design skills in a professional setting. This has been extremely useful in the **prototyping and design** phases of projects at FAC.

Registrar - White Rainbow, London   11/2016 – 11/2017
Logistics and gallery management for a commercial art gallery specialising in Japanese contemporary art.

White Rainbow was a small team of five and this was my first experience of having **sole responsibility** for a department. One of my main duties was overseeing the artwork and client databases through an online CMS – a task that required **meticulous organisation**. During this time I was able to **build lasting relationships** with shipping companies and technical staff and implemented several cost-saving practices across shipping and production. As Registrar I was an important part of **forward planning** meetings and programming, and a crucial part of the install period – the build sprint of the gallery world.

Receptionist - White Cube, London   01/2014 – 11/2016
First point of contact, front of house management and departmental support at a major contemporary art gallery.

In this role I received an excellent overview of how each department of a large gallery works. This was instrumental to determining a career path going forward and a fantastic **learning experience** about how the contemporary art world in general operates.

Freelance Art Technician   06/2012 – 11/2016
Technical and art handling assignments for artists and galleries requiring **precise attention to detail** and technical skill, self-organisation and **client liaison**. These were usually short-term projects of around a week each working to a set specification.