



JAMES COLLINS

DEVELOPER • DESIGNER

CONTACT

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TECHNICAL SKILLS

DEVELOPMENT

- Full-stack development
- Responsive design
- Object-oriented programming
- Test-driven development
- Pair programming
- Version control with Git

Front End

- JavaScript
- React / React Native / Redux
- HTML 5
- CSS 3 and Sass/SCSS

Back End

- Express
- Node.js
- Webpack
- SQL

DESIGN

- Print design
- Photoshop retouching
- Typography
- Web and UI design
- Motion Graphics

Software

- Adobe Creative Suite (InDesign, Photoshop, Illustrator, After Effects, XD)
- UXPin
- Figma

ABOUT ME

I am a full-stack developer and designer, and throughout my career I've been guided by these twin passions. I've loved coding since I was a boy writing text adventures in BASIC, and have always enjoyed the unique mix of creativity and problem-solving it requires. I have a degree in Computer Science, and have recently graduated from Northcoders coding bootcamp, where I've relished the challenge of mastering new, exciting technologies.

I also have over fifteen years' experience working in graphic design, creative skills I will bring to any future role, building beautiful websites and applications that excite and inform their users.

EXPERIENCE

PERSONAL PROJECTS

January 2021 - Present

- Since graduating Northcoders I've continued to expand my skills in React, React Native and JavaScript, through online courses and personal projects.
- Personal project: Sticks + Stones**
 - A hangman game built with React, Styled Components, React Transition Group and HTML canvas.
 - Visit: sticksandstones-jc.netlify.app
 - GitHub: github.com/jimwcollins/sticksandstones
- To further challenge myself, I've also embarked on a Udemy course on game development with C++ and Unreal Engine 4.

TRAINEE DEVELOPER • Northcoders

September 2020 - January 2021

- Northcoders was a challenging but immensely rewarding programme, teaching full-stack software development using in-demand technologies including: JavaScript, React, Express and SQL.
- Throughout the course we employed industry best-practice, including version control with Git, test-driven development, and pair-programming (in person and remote).
- Northcoders project: Meme What You Say**
 - A real-time, multiplayer iOS caption game built with React Native and Google Firebase.
 - Visit: james-collins.netlify.app/pages/projects/meme.html
 - GitHub: github.com/jimwcollins/meme-game

EDUCATION

NCTJ JOURNALISM

Harlow Journalism Centre

January 2003 – July 2003

- A journalism course with a focus on magazines, accredited by the National Council for the Training of Journalists and the Periodicals Training Council.
- Distinction grades awarded for design, subediting and feature writing.

BSc COMPUTER SCIENCE

University of Nottingham

September 1996 – June 1999

- A challenging, forward-thinking course covering concepts such as object-oriented programming, functional programming, user interface design and databases.
- Languages included Java, C++, HTML and SQL.

3 A-LEVELS • 10 GCSES

1992 – 1996

Quinton House, Northampton

INTERESTS



Art/Design



Music



Photography



Gaming



Travel



Cycling



Literature



Writing



Cinema

EXPERIENCE CONTINUED

○ Northcoders project: The Iris

- A responsive, full-stack news site built with React, Express, Knex and a PostgreSQL database.
- Visit: the-iris.netlify.app
- GitHub: github.com/jimwcollins/iris-fe

● PERSONAL PROJECTS

January 2020 – September 2020

- Seeking a new challenge, I began relearning web development. This reignited my love of coding and inspired me to enrol in Northcoders.
- I completed Udemy courses in HTML, CSS and responsive design; JavaScript; After Effects and motion graphics.
- Personal project: Portfolio website
 - Built with HTML, CSS, Flexbox, CSS grids and JavaScript.
 - Visit: james-collins.netlify.app
 - GitHub: github.com/jimwcollins/portfolio
- I also fulfilled a lifelong dream and completed my first novel.

● FREELANCE DESIGN

September 2007 – December 2019

- Freelance design for clients including Classic FM, XFM, Pan Macmillan and Chickenshed.
- Sole responsibility for the complete design cycle, from initial concept and design through to picture research, page layout and the production of print-ready PDFs.
- Extensive use of Photoshop to manipulate/retouch images.
- Close collaboration with clients.

● DESIGNER • Think Publishing

October 2003 – August 2007

- Design of magazines, books and advertisements for clients including the Ramblers' Association, the Campaign to Protect Rural England and the Department for Transport.
- Working individually and in collaboration with the design, editorial and advertising sales teams.

● WEBSITE DEVELOPER • Quidnunc

September 1999 – September 2002

- Key team member developing websites for clients including M&S and the University of Cambridge.
- I was also a member of the client technical support team, dealing with challenging and often time-critical issues.
- Extensive use of HTML, SQL and Java.