



JAMES COLLINS

DEVELOPER • DESIGNER

CONTACT

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TECHNICAL SKILLS

General

- App development
- Website development
- Object-oriented / functional programming
- RESTful API development

Languages

- TypeScript
- Node.js / JavaScript
- C# (including Linq)

Front end

- React
- React Native
- React Navigation
- Redux / Redux Persist
- React Router/ React Query
- Tailwind / Styled Components
- HTML 5 / CSS 3
- SCSS / Sass

Back end

- Amazon Web Services
- Google Firebase
- Supabase
- Relational Databases / SQL

Testing

- Integration and unit testing with Jest
- E2E testing with Detox
- Test Driven Development

ABOUT ME

I am a full-stack developer and graphic 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 I am a graduate of Northcoders coding bootcamp. I have also completed the BCS Level 4 Software Developer apprenticeship.

I am currently a software developer at Tred, where I have gained over three years' experience in full-stack app development.

EXPERIENCE

● FULL-STACK DEVELOPER • Tred

June 2021 – Present

- Tred are a pioneering green fintech, helping businesses track their spending and carbon footprint through a debit card and mobile app.
- On the front-end, I work with React Native and TypeScript, building and maintaining our mobile app for both iOS and Android.
- I also use Google Firebase to handle push notifications and remote app configuration.
- I am also part of Tred's design team, leveraging my understanding of strong UX/UI to produce an app that is attractive and user-friendly.
- I use Figma to produce designs and prototypes, and am also in the process of adding animations to the app via Rive and React Native Reanimated.
- On the back-end, I work with Node.js and TypeScript, building a serverless solution on the AWS platform. We use TypeORM for database management, and deploy via the Serverless framework.
- We follow an Agile, sprint-based approach, utilising industry best-practices including Git, Jira ticket management, regular code reviews, daily stand-ups and pair programming.
- Visit: www.tred.earth

● BCS LEVEL 4 SOFTWARE DEVELOPMENT • Northcoders

August 2021 – April 2023

- Whilst at Tred, I completed a BCS software development apprenticeship with Northcoders.
- Software and mobile app development with C# and JavaScript, AWS, Detox, deployment to AWS via Terraform, and relational databases.
- We also covered the SDLC, SOLID principles, testing frameworks and software design patterns.

DESIGN SKILLS

- UX/UI design
- App, web and print design
- Image editing/retouching
- Typography
- Adobe Creative Suite (InDesign, Photoshop, Illustrator, After Effects)
- Figma

EDUCATION

NCTJ JOURNALISM

Harlow Journalism Centre

January 2003 – July 2003

- A journalism course with a focus on magazines.
- Covered design, subediting, photography, feature writing.

BSc COMPUTER SCIENCE

University of Nottingham

September 1996 – June 1999

- Object-oriented and functional programming, user interface design, software architecture and databases.
- Languages included Java, C++, HTML and SQL.

3 A-LEVELS • 10 GCSES

Quinton House, Northampton

1992 – 1996

- A-levels in mathematics, physics and English.
- GCSEs including maths, science, I.T. and electronics.

INTERESTS



Design



Music



Gaming



Travel



Photography



Cycling



Literature



Writing



Cinema

EXPERIENCE CONTINUED

PERSONAL PROJECTS

February 2021 – May 2021

- I continued to expand my skills in React and JavaScript through online courses and personal projects.

GRADUATE SOFTWARE DEVELOPER • Northcoders

September 2020 – January 2021

- A challenging programme teaching full-stack software development using technologies including JavaScript, React, Axios, Express.js and SQL.
- Northcoders project: Meme What You Say
 - A real-time, multiplayer iOS caption game built with React Native and a Google Firebase non-relational database.
 - Visit: james-collins.netlify.app/pages/projects/meme.html
 - GitHub: github.com/jimwcollins/meme-game

PERSONAL PROJECTS

January 2020 – August 2020

- I challenged myself to relearn web development, completing online courses in HTML, CSS, JavaScript 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

- Sole responsibility for the complete design cycle, from initial concept and design through to layout and the production of print 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.
- 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 and applications 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.