

# Kevin Flynn

Full Stack Web Developer (Vue / Node / Python)

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[www.kubedev.co.uk](http://www.kubedev.co.uk)  
[github projects](#)

A naturally curious problem solver, self taught in both Games and Web development giving me a different perspective with how to approach solutions and problems. Comfortable with starting in new areas, and not afraid to learn as I go. Looking for a role that encourages creative thinking, problem solving and autonomy.

## Skills, Technology & Languages

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Design, UX, Mockup, Wireframes, Responsive design, Building APIs, Animation (2d / 3d)  
HTML, CSS, SASS, Javascript, Python, SQL, C# (Unity3d)  
Vue, Node, Express, Django, Nginx, Unity, Docker, PHP  
Jest, Gherkin, Cypress  
TDD, Git, Agile, Scrum, Waterfall

## Experience

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### Collectiv Food

Front-End Developer | Vue, Python

Oct 2021 - Dec 2022

London, UK

Wholesale food supplier, sustainable, customer-centric B2B food supplier “farm to fork” service.

- Involved with 3 responsive web applications (Website, B2C and Sales/Service Portal) across 2 Scrum teams of 15.
- Enabled customer self-service by automating single and recurring delivery slot bookings (eliminating errors caused by manual customer service emails).
- Upgrading UI framework ANT v1.0 to v3.2 in order to take advantage of Vue 3.0 features.
- Enhanced unit and regression testing from 75% to over 90% to improve continuous delivery and improvement. Also provided input writing end to end user testing.
- Implemented French translations to the Website and B2C websites, adding support for future languages (multi-locale).

### Address Intelligence

Front-End Developer | Vue, SASS, PHP

Oct 2019 - Oct 2021

London, UK

An end to end property digital sales mailshots service, working closely with high end estate agents.

- Involved across many services that were all tightly linked (Website, Direct Mail, Web 2 print, UI kit).
- Helped in the Direct Mail product upgrade working closely with the Back-End team from Angular/Vue to Vue 2.x.
- Maintained 1 for 1 functionality during the product upgrade.
- Creating new components in a custom UI kit library requiring thorough documentation/JSDocs and testing whilst following required designs (used across multiple projects/services with no breaking changes allowed).
- Took accountability of the Mailshot design campaign service:
  - Was a large codebase built using a heavy mix of PHP, SASS, Vue
  - Had to ensure pixel perfect prints for clients under tight deadlines
  - Often had to involve bug fixing across multiple codebases
  - For this I received a recognition award “Dev of the quarter” ★

After 10 years of being a Technical Animator and building tools and ideas in Games Development I began learning Web Development using many online resources, you can see many of my projects on [github](#).

An exciting kids 3D TV show with a accompanying game, a single demo.

- Provided technical rigging and animation for 3 characters and scene props.
- Worked closely with artists and writer over a short period

## Education

**The University of Bolton**  
BA Graphic Design &  
Illustration

2002 - 2006  
Bolton, UK

## Interests

Bouldering - For many years it's a relaxing sport  
Hiking - Love exploring, especially on holiday  
Books - Currently reading the Secret Barrister

## Projects

**Minitask** [Git](#) [Link](#)  
A simple no-nonsense task tracker

**Daytrack** [Git](#) [Link](#)  
A day journal app to help keep track  
of mental progress

**Pomodoro** [Git](#) [Link](#)  
A visually pleasing timer