

Kevin Flynn

Full Stack Web Developer (Vue / Node / Python)

London, UK
07796977257
flynn85@gmail.com
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

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

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