

# Kevin Flynn

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[github projects](#)

## Full Stack Web Developer (Vue / Node / Python)

A motivated and naturally effective problem solver and team player, self-taught in both Games and Web development enabling almost a 10 year career in Technical Animation in Video Games industry and 3+ year career in Responsive Web Development using Agile/Scrum methodologies across Retail Food Supply and Property industries.

Effective communication skills with a practical approach to problem solving drives my passion for project delivery whether it's the front-end or back-end implementation.

## Skills, Technology & Languages

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- Design, UX, Mockups, Responsive design, REST 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.

- Worked on 3 responsive web applications (Website, B2C and Sales/Service Portal).
- Enabled customer self-service by automating single and recurring delivery slot bookings (eliminating errors caused by manual customer service emails).
- Upgraded 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.
- 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.

- Worked 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.
- Created 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).
- Led on the Mailshot design campaign service:
  - Learning a large codebase built using a heavy mix of PHP, SASS, Vue
  - Ensured pixel perfect prints for clients under tight deadlines
  - For this I received a recognition award 'Dev of the quarter'

**Kubedev**  
Full Stack Web Development | Vue, React, Node

Jul 2018 – Oct 2019  
London, UK

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](#). Building ideas while starting my own company.

**Cube.TV**  
3D Animation – Contract | Python, Unity

Jan 2017  
Carmarthen, UK

An exciting kids 3D TV show with an accompanying game.

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

**22Cans**  
Technical Animator | Python, Unity, C#

Jul 2016 – Dec 2016  
Guildford, UK

An indie games studio created by the famous Peter Molyneux.

- Responsible for creating rigs and animating characters and props.
- Created tooling for Art/Animation using Python and Unity.
- Led discussions on idea implementation between programming/artists/animators/design departments.

**If You Can**  
Technical Animator | Python, Unity, C#

May 2013 – Mar 2015  
London, UK

A small mobile games studio starting a project to encourage more emotional learning in games.

- Responsible for creating rigs and animating characters and props.
- Created tooling for Art/Animation using Python and Unity.
- Created the Art/Animation pipeline process using Python and C#.
- Managed the animation team to effectively meet deadlines.

**TT Fusion**  
Animator, Technical Animator | Python

Apr 2008 – Apr 2013  
London, UK

A studio working on the famous Lego Games, many successful titles.

- Responsible for creating rigs and animating characters and props.
- Created tooling for Art/Animation using Python.
- Led the props animation for the Lego City title using a new automated technique to meet deadlines.
- Managed the small animation team to effectively meet deadlines with the props.
- Animated many characters

## Education

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

2002 – 2006  
Bolton, UK

## 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

## Interests

Bouldering – A relaxing sport  
Hiking – Love exploring, especially on holidays  
Books – Currently reading the Secret Barrister