Kate Hunt

Experience

July 2018 - Present

Lead Front End Developer
Cult Beauty

- Build and maintain bespoke Customer Service platform, CMS and PIM (React and Node.js)
- Maintain, manage and evolve the store front codebase (Node.js, Pug, SCSS, and JavaScript)
- Overview all front end projects whilst maintaining an in-depth knowledge of the front end codebases
- Communicate with third party vendors and implement integrations
- Produce and showcase solution designs to Technical Design Authority
- Tasked with signing off all front end related solutions raised in Technical Design Authority
- Work with BAs and PMs to effectively groom and plan tickets for fortnightly sprints ensuring the estimates are verified by the developer
- Conduct appraisal processes with members of my team, setting yearly goals and supporting them with monthly 1-2-1s
- Established rules, practices and common patterns for the front end team to follow, with the goal for them to produce high quality streamlined code
- Ensure my team have the resources, mentoring and processes in place for them to execute their jobs efficiently and to minimise blockers
- Support the wider business with technical knowledge
- Agile working

Mar 2017 - July 2018

Front End Developer
Cult Beauty

Sept 2015 - Mar 2017

Front End Developer
Time Inc. UK

- Leading front end development for two teams
- Working with back end developers on new features
- Writing Symfony1 and Symfony2 templates for multiple brands
- Adapting existing Drupal templates
- Increasing JavaScript skills based on adverts and viewability techniques
- Collaborating with web and UX designers to build templates for redesigns
- Liaising with project managers, creative managers, publishers and editors on new development
- Agile working

Mar 2015 – Sept 2015

Front End Developer
Beyond Retro

- Responsible for front end development on Magento and working in conjunction with a back end developer
- Flagging problems and designing solutions for creative and effective shopping environments to drive KPIs and improve user experience
- Planning development strategies and A/B testing roadmaps
- Mentoring and supporting the web designer
- Sharing operational knowledge to influence the team to make informed commercial decisions

Mar 2014 - Mar 2015

Head of Technology
House of Kaizen

- Responsible for the coding of high quality website variations to be split tested
- Making the solutions, functional requirements and designs come to life within the testing environment before pushing them live to real visitors
- Building landing pages and micro-sites
- Involved in complete life-cycle including analysis, wireframes, design, development and testing
- Working with the operations and optimisation team and the delegation of projects
- Managing, tutoring and instructing my team
- Client and inter-departmental communication

Nov 2013 - Mar 2014	**Interface Developer** **House of Kaizen**
Nov 2012 – Mar 2014	**Junior Interface Developer** **House of Kaizen**

Skills

Front End	ReactJS, Node.js, JavaScript, X/HTML, HTML5, CSS, Sass/SCSS, Compass, Bootstrap, jQuery, JavaScript, responsive and adaptive design, cross browser
Framework	Symfony1, Symfony2, Twig
Version Control	Git, TortoiseSVN and Beanstalk
Web server	Apache, Linux command line
CMS	Concrete5, Magento
Design	Sketch, Photoshop, Balsamiq

Education

2009-2012	**BSc Computer Science** **Queen Mary, University Of London**
Modules	Software Engineering, Multimedia, Software Risk Assessment, Database Systems, Graphical User Interfaces & Interaction Design, Networks & Operating Systems, Distributed Systems & Security.
Project Work	Software Engineering Project • "Make-A-Line" connect 4 style game, completed together with four other members. • Took on the role of minute taker over the full year. Responsible for various other jobs; software engineering diagrams, sections of the code and user interface. • Project management skills gained, delegating work to members in the group and keeping to time plans. • Improved oral communication skills and confidence to discuss ideas and difficulties. Final Year Project • Visual Learning based Multimedia project, individual work. • Time management skills gained in completing project work parallel to other module work, as well as keeping to project plans. • Self motivation and self confidence improved through presenting to my lecturers and project supervisor.

References on request