

Contact

Email work@keithcirkel.co.uk

About

OSS Contributor for projects including Sass, Chai & Babel. Contributor to JavaScript and HTML specifications. Proven track record of delivering solutions.

Website GitHub https://keithcirkel.co.uk keithamus

Work

GitHub

Senior Application Engineer 2017-06-06 - Present https://github.com

Working on platform systems teams delivering GitHub.com's JavaScript & UI components, to over 100,000 customers. Built industry leading components in GitHub's Primer design system - a modern, clean and accessible UI design system.

Keith Cirkel LTD

Owner 2011-03-01 - 2017-06-02

Consultancy company leading teams to success. Clients include Max Factor, Financial Times, The Economist, Kingfisher PLC, PhotoBox, BSkyB, British Gas (Centrica), EA, LexisNexis (Elsevier). Delivered solutions for clients following Agile principles, with strong TDD. Technologies included Node.JS, React, Chai, Redis, Varnish.

Xcite Digital

Head of Creative 2010-04-01 - 2011-03-01 http://www.xcitedigital.com/

Lead Frontend Developer, turned Head of Creative, working with many key clients. Developed and maintained large income client projects developed in Symfony 1.4, utilising jQuery for all frontend interactivity. Involved in key technical decisions, liaising with clients and suppliers and organising and managing other team members.

Managed a series of virtual dedicated Linux servers, running Cherokee web server with MySQL and PHP. Introduced Git to the team with no existing version control.

BrightHue

Owner 2007-08-01 - 2010-04-01

Digital Agency developing & designing sites & solutions for clients using PHP, MySQL, Javascript & jQuery. Managed and maintained virtual dedicated servers running a LAMP stack.

Freelancer 2003-01-01 - 2007-01-01

Worked with small clients developing and maintaining websites utilising technologies such as PHP, MySQL, Javascript & MooFX.

Volunteer

CodeClub

Teacher 2013-01-01 - Present https://codeclub.org.uk/

Mentoring 9-11 year old pupils on how to program, using the Scratch programming environment.