

Darren Labithiotis

Remote Senior Software Engineer

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A passionate software engineer, with over 8+ years of experience. Skills ranging from single-page apps to full-stacks, and mobile apps. Have used various libraries over the years and learnt from best practices. The current preferred stack involves; Typescript, React, React Native, Sass/Less, Redux, Node, Express/Koa, GraphQL, MongoDB or PostgreSQL.

Before becoming a software engineer I studied as a game designer, thus am proficient in design. These skills, combined with my coding ability, help deliver projects to a high standard and have a keen eye for user experience.

In 2017 I relocated to the Austrian mountains, moving away from central London where I'd worked for 10 years. As such I work as a full-time remote contractor. Working remotely genuinely allows one to be more focused with fewer distractions, and with today's technology, it's easy to attend meetings, daily stand-ups and pair program as if co-located.

Skills

Agile Pair Programming, TDD, Kanban, Sprints, Retros, Measure to iterate.

Languages Typescript, JavaScript ES5/ES6, JSX, HTML, CSS, Less/Sass, Node, NoSQL, SQL, Bash, Terraform.

Libraries React, React Native, Styled-Components, Redux, Jest, Mocha, Backbone, jQuery, Express, Koa, Underscore/Lodash, Handlebars, Jade, Moment, Numeral, Bootstrap, AWS, MongoDB, MySQL, Postgres, Redis, Webpack, Parcel.

Tools Webstorm, VSCode, Sketch, Photoshop, Slack, Asana, Jira, Miro, Browserstack, Looker, MixPanel, Segment, StatHat, DataDog, Rollbar, CircleCi, TeamViewer.

Employment

Senior Software Engineer @ Triptease

(contractor) **April 2016 - April 2020**

- Helped build a service to collect prices from online travel agents in realtime and handle over 100s of requests a minute. It used several strategies to avoid bot detection like auto IP pooling and full browser emulation.
- Deployed a performant service to automate clients brands (colours, style, fonts), used in the platform and by internal teams. It implemented an immutable database to have a built-in history of changes and deployed behind a CDN for performance.
- Built widgets that run on clients sites in isolation, i.e. it couldn't mutate or effect host sites. These widgets delivered a rich experience to our client's guests and help deliver uplift to their sales.
- Help build Triptease's platform dashboards used by clients to set up and maintain their suite of products. From performance dashboards to rich content editors and basic settings pages.

React Native Mobile App @ SC Field Guide

<https://apple.co/2JJTjlc> **January 2016**

- Built a React Native mobile app for a highly anticipated game, Star Citizen. The app provided players with information about ships in the game. At its peak, it had over 3k active monthly users.

Fullstack Developer @ Prism Digital

(contractor) **July 2015 - Sept 2015**

- Hosted clients main site as well as a Job board for candidates to search for roles. It was connected to an external job aggregator called BroadBean via a public API.
- Stack used Node, Express, Jade, and MongoDB. And used JSDocs to generate clear API docs from inline comments.

Head of Development @ Boppl

April 2013 - April 2016

- Managed a small team a people to deliver a mobile ordering platform. The team consisted of 1 iOS dev, 1 Android dev, 2 Java backend devs and 1 frontend dev which was me.
- Built a full CMS for managing products, stocks, and accounts. Using Backbone, jQuery, Handlebars, and Require.js.

Education

- 1st Class Hons (BSc) in Computer Games Design **2005 - 2008** Staffordshire University

- MongoDB Certified Certificate **2015** MongoDB University

Languages

Native English Speaker and learning German