

# Mali McCalla

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**TL;DR:** A musician on a mission to revolutionise the music industry.

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As a musician I've been told that I think differently, in sounds and pictures rather than in words. Software development has always fascinated me, just like music it demands skills that combine logical problem-solving with creative thinking. In pursuit of a career founded on continuous self-improvement, I'm looking to join an ambitious team with a shared vision. After graduating from Europe's leading developer bootcamp in 2016 I now spend most of my time exploring new technologies and ~~nesting callbacks~~ ~~chaining promises~~ `async/awaiting`.

## Skills

### Collaboration

Working as a writer it was my job to collaborate with other people, to construct musical stories and relatable lyrics. In being able to see things from other peoples point of view I have learnt to make effective decisions based on both emotional reasoning and intuition. At the very core of every successful collaborative project I have ever worked on lies good communication, a skill that I once feared but have come to master over time. Working in a team has enabled me to create some of my best work.

### Creative thinking

A big part of what attracts me to coding is that it presents new challenges in all shapes and sizes. My ability to apply creative thinking in both a digital and non-digital environment allows me to tackle these challenges from a different perspective. Not afraid to take chances, I know that in an ever changing tech industry you need to be able explore innovative and original ways to go about solving problems.

## Experience

### JAAK (Apr 2018 - Jun 2019)

<https://jaak.io>

In the ever changing web development landscape my role as a Javascript Engineer at JAAK was forever evolving.

### Technologies

- Ethereum/Solidity
- React/Next.js
- Node/Express
- Apollo GraphQL
- AWS
- TypeScript

- HTML/CSS3
- Jest/Cypress

## Trippin (Sep 2017 - Apr 2018)

<https://trippin.world>

I was one half of the development team tasked to build the Trippin travel app. With React Native as my choice of weapon I stepped up to the job and took the app from design/concept stage all the way to production.

### Technologies

- React/React Native
- Node.js
- MongoDB
- CSS-in-JS
- GraphQL
- Flow

## Warner Brothers Entertainment (Dec 2010 - Dec 2015)

Working as both an artist signed to Warner Brothers Records and a writer published by Warner Chappel I gained a variety of priceless skills and expertise.

- **People management:** In charge of organising and managing various tours with various musicians I learnt the importance of becoming a great listener and being able to relate to others.
- **Discipline:** Over the years as a published songwriter I taught myself to play 6 instruments to the highest of standards. I now approach every new challenge with a great amount of discipline and tenacity.

Throughout my time at Warner, I built up amazing relationships and achieved many great things. One of my proudest moments was being awarded a 2x platinum plaque by BPI for sales in excess of 600,000 for [my song](#) on the Chase and Status album 'No More Idols'.

## Touring - Various artists (2013 - Present)

Touring around the world brought upon many unpredictable challenges to overcome. It brought out a determination in me to succeed in a very competitive industry. A skill that I now take into every new challenge I face. I became an expert time manager and learnt how to focus my time and energy with ruthless efficiency. My most recent work in this area has been [singing around the world](#) with Rudimental including our support of Ed Sheeran on his sold out stadium world tour.

## Side Projects

Project	Description	Tech
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<a href="#">Shuttle</a>	An Itinerary app for touring musicians. Having a keen interest in server-less technologies, I wanted to explore how I could utilise cloud computing and google's firebase to create an app which was useable on both android and iOS.	Mobile, React Native, Redux, Firebase
<a href="#">Codey Gonzalez</a>	A speed type racer for keen coders. Participating in a 3 day hackathon myself and a team of 4 were tasked with creating an efficiency tool for developers. Channelling the full power of Javascript we were successful in creating a fun and user-friendly experience. <a href="#">Try it out</a> on Heroku.	Ruby, jQuery, Postgres
<a href="#">Tunebay</a>	A way to connect with and directly support the music you love. Tunebay is built putting UX first. A lightweight yet robust Express server coupled with a React front end that securely communicates with S3.	React, Redux, Express, Node.js, AWS, Postgres
<a href="#">Flare</a>	An app for discovering amazing moments around you. With no prior knowledge of Swift or XCode myself and a team of 5 built a fully functional social app. Following agile principles and best practices we finish our MVP within just 8 days. You can watch a demo of the app <a href="#">Here</a> , or even <a href="#">Download it on the app store!</a>	iOS, Swift, Objective-C, Xcode

## Education

### Makers Academy (Jul — Sep 2016)

- 12 week, full-time computer programming course based on the principles of software craftsmanship
- Focus on writing clean, test-driven code.
- Object-oriented design, abiding by SOLID principles
- Team work based on Agile development

### British Academy Of New Music (2009 - 2011)

BTEC Level 3 Extended Diploma (Equivalent to three A-Levels)

- A course that stretched me in all aspects of music performance, composition, engineering and production.

### Highgate Woods Performing Arts College (2004 - 2009)

11 GCSEs all at A\* - B

## Interests

- Aerodynamics has always fascinated me and I am currently working towards my private pilots licence with 16 logged hours to date.

- In my spare time I have been writing a short comedy script portraying the modern day music industry.
- Experiencing new cultures
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***disclaimer:***

Sometimes I know things and sometimes I don't. I'm ok with that because at *all times* I work on moving the latter to the former (and if all fails there's probably an npm package for it 📦).