

Martin Allison

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I like programming, learning languages (a lot) and attempting creative things. At work I'm dedicated and like to build projects the right way, though I can balance that with the pragmatism of getting them launched, too. Currently in London, but looking for interesting and worthwhile job opportunities anywhere in the world.

Work

[Potato](#) • Senior—operations liaison (09/16—9/17)

A brief, rotating role giving input to the operations team on behalf of the senior development team, where I:

- Gave input on issues of company direction such as career progression, resource management, hiring and technical direction
- Helped set up an R&D program with the aim to explore new tech, produce prototypes and other ideas we could proactively take to potential clients
- Reviewed and suggested candidates for potential promotions
- Made the case for developing native apps and subsequently secured time for developers (including myself) to learn Android and iOS development. Shortly afterward we won and successfully built our first set of native apps

Potato • Senior developer (03/12—11/17)

I became a senior dev at Potato after helping to steer a failing project to delivery, which went on to be used by 8—10 million people in its first hour after launch. I did this by being human and honest to the client, our managers and people on the team. That's gone on to define my style of working with people and projects since. Some things I did in those 5 years:

- Lead technical design and build of complex backend systems and APIs, some of which had to cope with 1000s of requests per second, with Python, Django, and Google App Engine, catering for multiple user types and states combined
- Helped manage overall delivery of such projects within tight timelines, sometimes only in a matter of weeks, using an iterative approach to planning, implementing, testing and releasing
- Helped look after developer and general team happiness

- Managed technical and non-technical expectations of clients like Google, BBC, TATE and the Duke of York, often directly
- Worked with the sales team to bring new-business ops to development, working on proposals and pitches, and meeting new clients
- Worked with designers to gather requirements, produce wireframes and figure out the overall concept of projects
- Reviewed job applications and interviewed job applicants
- Delivered feedback to team members
- Built some internal tools: a wiki, a communal password storage app and a command line interface for our ticketing system

Other roles

- **Potato • Developer (06/11–03/12)**: general full-stack web development with Python, Django, Google App Engine and plain old JS and CSS
- **Maplecroft • Front-end intern (summers 2007–09)**: old school front-end dev and seemingly infinite cross-browser testing on IE6, IE5.5 Mac and Netscape
- [La Vigna Ecofarm](#) • **Farm hand (01/18)**: I volunteered on a farm in Uruguay for a month. Apart from seeing some weird stuff, I satisfied a craving for, and learned the value of, doing physical things, working with animals and land

Study

University of Strathclyde (2007–11)

Electronic & Electrical Engineering (EEE) BEng • 2.1

I studied EEE for four years, excelling at programming (achieving various 100% marks) but not so much at the electrical parts. I left before doing my masters to work for Potato.

Other skills

- Good awareness of design and design practices. Often worked with designers at Potato to shape the logical flow and UI for apps
- Speak Spanish, Greek to varying levels. Have a varied meta knowledge of many languages and linguistics
- Very good written communication skills, enjoy creative and critical writing
- I have a level 2 powerboat license... in case that's useful!