

Morgan Owen mEng

Genuinely passionate software developer with a drive for innovation.

Personal information redacted for public copy, please email below for contact number and address

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EXPERIENCE

White Clarke Group — *Innovation and Presales Consultant*

April 2018 - February 2019

As the sole representative of the innovation lab I created software to demonstrate and explore new technologies. From VR to AI I had to assess a technology, build a proof of concept, prove a business case and present to clients. I represented the company giving talks to over 400 members of the the IAFN and FLA

White Clarke Group — *Javascript Developer*

July 2016 - April 2018

In part of a multi-disciplined team, I worked on creating new features and upgrading software to AngularJS. By learning Java I was able to fully own features from start to finish. Utilizing Webpack I implemented a single click front end build process including automatic unit test coverage reports, e2e testing and hot reloading.

Grapeshot — *Frontend Developer*

July 2015 - June 2016

Working as part of the apps team I created and maintained front-end interfaces for a wide variety of internal and external clients. Using continuous integration and test driven development, changes could be introduced to the live product in a confident and safe way. After eight months I was given the position of technical lead on the admin dashboard project; responsible for digesting management specifications and input and organising colleagues from several teams to collaborate efficiently.

Parker Hannifin — *Research and Development Engineer*

Student placement

I received a scholarship from Parker Hannifin providing me with six months' work experience around my university studies. I was tasked with assessing emerging technologies and building prototypes. Working unaccompanied but liaising with internal teams and clients, I created software to improve client, technician and engineer experiences and interactions with the product. Iterating on the software and implementing feedback, put me in the position to demonstrate these projects for consideration to the senior management team..

Drunken Pixel — *founder*

Ongoing

Building games, software and experiences. Several games received consistently positive reviews and featured across several countries in the windows phone store.

Education

2015

mEng Electronic and Computer Technology (First Class Honours).

2011

A Levels: Computing, Math and physics (A, B, B)..

2010

C&G Level 2 Diploma in ICT Systems Support (Distinction).

2010

C&G Level 1 IT Systems Support – PC Maintenance (Distinction).

Skills

Programming

JS, TS, HTML, CSS, SASS

Working knowledge of C# and Java

Frameworks

Angular, Vue, Node, JQuery, Express

Testing:

TDD (unit and end to end), Karma, Jasmine, Jest, Protractor.

Build tools:

Grunt, Gulp, Webpack, NPM, Git, SVN, Travis CI

Working knowledge of Linux, Docker and AWS

Portfolio

Github:

<https://github.com/mog13>

CodePen:

<https://codepen.io/mog13>

References available on request

