

Martin Oxby

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EDUCATION

BA Journalism

De Montfort University, Leicester, UK

Sep 2011 - Jul 2014

BTEC National Diploma Media Production

Lincoln College, Lincoln, UK

Sep 2009 - Jul 2011

WORK EXPERIENCE

Software Engineer

Zoa, London, UK

Nov 2022 - Feb 2024

- Helped to build Zoa's renewable energy platform across both the front and back-end
- Developed cross-platform, universal features and components using Typescript, React, React Native, and Next.js
- Contributed to an electric vehicle application, user account/energy management area, user dashboards and payment features such as setting up payment plans and direct debits
- Implemented backend services and APIs for retrieving payments and energy meter-related information, writing endpoints and commands in TypeScript and Python with Poetry
- Managed, updated and migrated databases using Prisma ORM
- Wrote tests for my code with languages and frameworks like Cypress, React Testing Library, and Jest
- Collaborated on multiple projects and teams spanning web and native applications

Software Engineer

Bulb Energy, London, UK

Feb 2022 - Nov 2022

- Transitioned from a Senior QA Engineer role to a Software Engineer role in February 2022, having done some frontend/backend software development in my previous role for the best part of a year
- Worked in the Bulb Account team who take care of the Bulb account where users can view their accounts, as well as the mobile app, the marketing website and numerous other services and APIs and have worked on all of these
- Learned to code on the job having been previously exposed to the code in a QA Engineer role, where I was responsible for building automated test suites and would pick up occasional development work to assist the team

QA Engineer

Bulb Energy, London, UK

Apr 2019 - Feb 2022

- Manual and automated testing of Bulb's marketing site (bulb.co.uk), the user join journey (join.bulb.co.uk) across web and native and lots of additional backend services and APIs using Postman as part of the Growth team at Bulb
- Creating, maintaining and adding tests to the automated test suite in Cypress and advocating for quality as part of the QA guild at Bulb
- Began moving into and have taken a keen interest in coding and software development, picking up several tickets each sprint to assist my team. This has allowed to me pick up skills in React, Typescript, Javascript and CSS
- Studied in my spare time in addition to this, and this has helped support my team by offering a developer-in-reserve so to speak
- Previously formed part of the Smart team in my first year with Bulb, testing all smart meter related services including nationwide campaigns, smart meter appointment booking, and member self service areas on the account side
- Formed part of the wider QA guild responsible for championing quality and hitting engineering OKRs

Technical QA Manager Mobile

ABOUT YOU GmbH, Hamburg, Germany

Mar 2018 - Apr 2019

- Responsible for all areas of testing, maintenance and release of the ABOUT YOU ecommerce app (iOS/Android) and mobile website across 7 countries
- Duties included feature testing, bug reporting, regression test planning and managing regular app and web releases
- Served as the main contact for stakeholders, project and country managers

- Launched a new mobile website and application and provided QA from the conceptual phase, throughout development to release in December 2018

Community Supporter International

Mar 2017 - Mar 2018

Jimdo, Hamburg, Germany

- Technical support for the English-speaking market (English-speaking customers worldwide)
- Provided technical website support for a user base of 20 million with regards to website SEO & design
- Wrote bug reports and followed up on user requests for fixes
- Provided support via the Jimdo App and relayed user feedback on bugs and feature concepts to the development team

Quality Assurance Technician & Consultant

Apr 2015 - Mar 2017

Goodgame Studios, Hamburg, Germany

- Quality Assurance Consultant and Technician for Goodgame Empire, an award-winning massively multiplayer online strategy game with over 220 million users worldwide
- Found and produced over 650 bug reports for faulty game areas and defects
- Main QA contact for the developers, identifying key areas for improvement based on internal and customer feedback
- Ran and lead tests in both pre-production and live environments and wrote test cases and plans for team members to follow

Quality Assurance Tester

Sep 2014 - Mar 2015

Rockstar Games, Lincoln, UK

- Quality Assurance Assistant for Grand Theft Auto V, the second best-selling game of all time
- Tested over a range of different consoles and PC to locate and report bugs to developers
- Worked as part of a dedicated night shift team, completing game scripts, destructive testing and communicating with game designers and developers to fix issues
- Helped release the PC, PS4 and Xbox One versions of the title

PROJECTS & SKILLS

Programming Languages, Frameworks, Etc.

Typescript/Javascript | React | Next.js | Node.js | Cypress | Python | CSS | HTML5 | React Native | Styled Components | Prisma | React Testing Library | Poetry | Google Cloud Platform | Docker | Terraform | Git | Jest | GraphQL

Programs & Tools

Figma | Visual Studio Code | Xcode | Android Studio | Simulator | Postman | Github | JIRA | Slack | Confluence | Chrome Developer Tools | React Native Debugger | Google Analytics | Expo | Docker | Postgres | TablePlus | Datadog | Sentry | CircleCI | Terminal

Personal Website | martinoxby.com *Next.js, Typescript, CSS, Cypress*

A very simple personal website built with Next.js, Github Pages and Vercel for deployments. Hosted at martinoxby.com. The code can be found on my Github page.