

Philip George

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BSC MATHS AND COMPUTER SCIENCE, EXETER UNIVERSITY CLASS OF 2019

Full-Stack SWE specializing in front-end development and agile methodologies. Demonstrated ability in high-quality end-to-end software delivery, enhancing system performance, and integrating modern technologies.

AREAS OF EXPERTISE

Software Engineering, Full Stack Development, Project Leadership, Agile Methodologies, Problem Solving, Test-Driven Development, Continuous Integration & Delivery, Technical Writing, Cloud Computing, UI Design, Database Management

Languages: TypeScript, Python, SQL, Java, JavaScript, Rust

Web Development: React, Node.js, GraphQL, Django, NGINX

Machine Learning: TensorFlow (Keras), NumPy, SciPy

DevOps + Cloud: AWS, Docker, Terraform, GitHub Actions

Databases: SQL: *mySQL* | *SQLite* | *Postgres*; NoSQL: *MongoDB* | *ElasticSearch* | *GunJS*; KV: *Redis*; ORM: *Prisma (TS)*, *GORM (Groovy)*

PERFORMANCE HIGHLIGHTS

- **Greenfield Search Web-App for NHS:** Led the front-end for greenfield medical ontology browser; used design patterns to build product to specification; successfully launched the app, with contract sold for **£1.2M**. *MetadataWorks*
- **Presentations in Stakeholder Meetings:** Demonstrated new features and project progress for web-app; prepared and delivered compelling presentations; acquired a new client contract. *MetadataWorks*
- **Web-App Performance Improvement:** Tasked with reducing page load times; implemented caching and pagination optimizations; achieved a 1000% decrease in page load times (4s -> 0.4s). *MetadataWorks*
- **Usability and Accessibility Lectures:** Leading the accessibility refactoring, educated the company about usability and a11y; developed and delivered lectures; web-app built to accessibility spec. and accepted by the UK govt. *MetadataWorks*
- **TypeScript Codebase Conversion:** Converted the existing codebase to TypeScript; smoothly led the conversion process; achieved a more robust and scalable codebase. *MetadataWorks*
- **Modernization of Platform Functionality:** Designed and implemented a strategy to modernize platform functionality; created architecture diagrams; successfully seamless release to end users. *Dunelm*
- **Attending Conferences and Relaying Industry Knowledge:** Gathered and shared knowledge about React/TypeScript; attended conferences; enhanced team knowledge and innovation through presentations. *Dunelm* | *Disperse.io*
- **Peer Support through Pair Programming:** Assisted peers in refactoring and developing new features; engaged in pair programming with a focus on TDD; improved team efficiency and code quality. *Dunelm* | *MetadataWorks*
- **Designing Efficient System Architecture:** Developed a design to optimize system efficiency; implemented server-side caching for the GraphQL backend; significantly increased system efficiency. *Dunelm*

PROFESSIONAL EXPERIENCE - 4+ YEARS (AS OF 2023)

LONDON SOFTWARE ENGINEER - (ISSUES SURROUNDING FUNDING)

JUL 23 — NOV 23

Disperse.io | Old St

FULL STACK SOFTWARE DEVELOPER

JUL 22 — JUL 23

Dunelm | Holborn

PRODUCT DEVELOPER

JAN 22 — JUL 22

Buyapowa | Borough

SOFTWARE ENGINEER

NOV 19 — JAN 22

MetadataWorks | King's Cross

PERSONAL PROJECTS

DECENTRALISED VIDEO CHAT (20-21)

- Built a custom P2P video chat application featuring picture-in-picture and screen-sharing.
- Technologies: React, TypeScript, Firebase, WebRTC.

COUNTDOWN — NUMBERS GAME (22-23)

- Built Python TUI for the 'Numbers Game' from 'Countdown', currently enhancing with React and Rust (via WebAssembly).
- Technologies: Python, React, Rust, Vercel Edge Functions, Astro.