

# Andrew James

Frontend engineer / Edinburgh, UK

## Contact



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[Andrew James](#)

## Education

### BSc (Hons) 2.1

Audio Technology

Glasgow Caledonian University

2010 - 2014

### Exchange & Study Abroad

University of Massachusetts

Boston

2011 - 2012

### Graduate

Frontend Nanodegree

Udacity

2016

## Expertise

HTML

CSS/CSS-IN-JS

JAVASCRIPT

REACT

## Profile

My passion for digital technology continually drives me to advance my skill set as a software engineer. With an analytical mindset and strong communication and frontend development skills, I thrive in environments where I can learn from others and inspire those around me.

Over the years I've refined a set of technical principles to strive towards, namely: complexity should only be introduced when it's unavoidable; code should be easy to reason with and delete; avoid abstracting too early, and the top priority is always the best possible user experience.

## Experience

### Frontend engineer

[Rockstar Games](#) / Edinburgh, UK

NOV 20 - PRESENT

As a frontend engineer I collaborate with other Rockstar technology teams across their worldwide studios to develop front-end features and applications for Rockstar's online services.

#### Notable work

- [Social Club](#)

### Senior engineer

[BCG Digital Ventures](#) / London, UK

APR 19 - OCT 20

As a senior engineer I collaborate with design, UX, growth, and product cohorts to engineer a robust and well documented product that can be successfully taken to market by a startup business. It is also my responsibility to support lead and mentor associate engineers wherever possible.

#### Notable work

- [Beema](#)
- [Code First Girls](#)
- [Working at DV London](#)

### Frontend engineer

## Interests

DESIGN SYSTEMS

A11Y

TYPESCRIPT

STORYBOOK

## Hobbies

WRITING

STREAMING

CYCLING

GUITAR

## References

Written references available on request.

[Fathom London](#) / London, UK

JUN 17 - MAR 19

Working at Fathom allowed me to work alongside a number of highly-skilled professionals on a range of challenging fintech projects. The majority of my time was spent working with React, with additional exposure to React Native, GatsbyJS and Angular 2.

### Notable work

- [Anaplan](#)
- [Access Fintech](#)
- [Commerzbank](#)

## Associate engineer

[Cohaesus](#) / London, UK

FEB 15 - JUN 17

Cohaesus is a commerical advertising agency where I learned the fundamentals of frontend web development. During my time with them I worked both in-house and off-site at some of London's top advertising agencies, on both green field and legacy codebases.

### Notable work

- [WWF](#)
- [Highland Park](#)
- [FatFace](#)

## QA tester

[Rockstar North](#) / Edinburgh, UK

MAY 14 - FEB 15

Credited as a QA Tester on Grand Theft Auto V, I was responsible for finding, reproducing, and accurately reporting issues in detailed bug reports. It also involved providing clear and concise critical analysis and feedback of reported issues and executing functionality, regression, and user acceptance testing across various platforms.

### Notable work

- [Grand Theft Auto V](#)