REECE LUCAS

FRONT END DEVELOPER

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PROFILE

I'm a UI Developer based in London. I'm proficient in the modern web stack, but I'm always happy to experiment with new languages and technologies. I'm particularly interested in scalable CSS architecture, performance optimisation and inclusive design.

SKILLS

React/Redux/Gatsby JS

Vue/Vuex

Webpack/Parcel/Gulp

Ramda

CSS-in-JS

SCSS/PostCSS

TypeScript/Flow

ITCSS/OOCSS/BEM

Progressive Enhancement

Accessibility

SVG/Animation

Sketch/Figma/PS

Agile Delivery

WORK EXPERIENCE

UI Developer

BBC Research & Development • *04/18 – Present*

Built, documented and maintained UI tools and libraries for development teams. Worked with the latest UI technologies; including Gatsby, Graphql, Typescript and CSS-in-JS. Produced high-fidelity prototypes as part of the product development pipeline. Met regularly with product teams to determine feature requirements, review progress, and collaborate on integration.

Consultant Developer

Deloitte Digital • *06/17 – 04/18*

Worked as part of a multi-disciplinary team on a large multi-national E-commerce platform. Conducted a comprehensive code audit and performance review. Planned and oversaw a detailed approach for refactoring to address issues with performance, scalability, maintainability and accessibility. Presented regularly to stakeholders and product owners. Managed a small team of remote developers. Mentored junior and mid-weight team members.

EDUCATION

Physiological Science – BSc.
First Class Honours
University of Bristol

REFERENCES

Available upon request.

Lead Front End Developer

Collective London • *11/14 – 05/17*

Led a small front-end team responsible for builds that ranged from responsive micro-sites to large legacy projects. Worked with product owners to implement modern workflows and testing approaches to increase team productivity, reduce churn and ease the burden of long-term maintenance. Worked according to agile methodologies in cross-functional teams. Collaborated with designers to encourage the adoption of design practices that prioritised performance and accessibility.

UX Research and Design

Meta • *11/13 – 08/14*

Conducted user research and designed UI changes to address usability "pain points" and improve retention. Created functional prototypes for small-scale A/B testing. Like all startups time constraints were tight and responsibilities were varied, requiring a flexible approach and readiness to learn skills outside of the typical remit of a Front End Developer.