

Sam Fereday

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Profile:

A passion for software development - From using apps in everyday life to creating them in my spare time, I love the aspect of bringing ideas to fruition via code and design.

Flexible, Hard working, honest and reliable - A passion in the field of development as well as a strong desire to enhance and develop my skills both in the workplace and in my own time.

Effective team player - I believe that working with others is essential for efficiency and to obtain a high quality standard of work. Good communication skills are equally as important when working in a team environment. Should the need arise, I am very comfortable with completing tasks alone to meet the deadline of any challenge.

Skills Development - I make absolutely certain to continually enhance and develop my skills in JavaScript, C# (.NET, Unity), and Python.

Main Skills:

- JavaScript (mostly skilled in but not limited to React, Recompect, Backbone, Knockout, Mithril and Phaser)
- Yarn & Webpack build tools
- Version Control (GIT, SVN)
- Unity C#
- CSS / CSS Preprocessors (Sass & Less)
- PHP within systems such as Wordpress
- Bootstrap and Foundation CSS frameworks
- Use of external project management apps such as Jira and Confluence
- Involvement in Agile/Scrum environments
- Responsive Design
- Design packages such as Photoshop, Illustrator

Developing Skills:

- Python
- C# ASP.NET MVC & WebAPI
- Redux
- Typescript

Some Experience With:

- RabbitMQ
- MongoDB

Career Development:

Woods And Walker - January 2019 - Present

Woods And Walker design custom solutions for clients needs, my role there primarily involves creating React applications to meet these requirements. Much of the applications are integrated with a service layer that communicates to a PHP API which could supply different types of data depending on the applications specifications.

Freelance - April 2018 - Present

As well as working full time I also enjoy numerous projects in a freelance setting. Most of the products created so far have been sites designed for Wordpress. These incorporate a lot of custom requirements such as using the ACF plugin, custom menus and searching plus some content relationship filtering.

I'm always on the lookout for extra work to dedicate my time to as it's a great way to keep things interesting and fresh.

Communicator, Newcastle - October 2017 - October 2018

At Communicator my main responsibilities involved working closely with React to produce numerous components that ultimately provide a customer-facing email marketing platform.

Due to the different functional requirements of the platform (such as viewing information related to dispatching bulk emails, managing media assets, creating reports, triggering certain events, etc), knowing how to use React was essential along with additional knowledge of API's, libraries such as redux, recompact, lodash, understanding the build chain and overall system architecture.

Although frontend development was primarily my task at the company, more recently I had been increasing my knowledge across other areas such as C# .NET. For example working on an API that allowed the customer to perform various tasks based around GDPR compliance.

Shout Digital, Newcastle – December 2015 – October 2017

Worked mainly with SCSS and front-end based JavaScript to enhance the user experience whilst building accessible and responsive mobile-first web sites for various clients. CMS tasks were also included which involved getting to grips with Razor templates and basic .NET MVC.

Much of the tasks were based around TFS and working within a team environment as part of the pipeline from initial planning right through to QA testing before final shipment to the customer.

Caspian, Newcastle - March 2014 – December 2015

Worked primarily on the front-end sector of an analytics application which harnesses both offline and online functionality. Worked closely with Backbone and a tiered architectural system that allowed for data, logic and presentation to be decoupled yet work seamlessly together alongside 3D technology that was run within the browser.

- Further fulfilling role as front-end developer using various MVC and API integration techniques to handle large amounts of data throughput.
- Working as part of a team of various testers and developers to bring the full range of functionality together

Eutechnyx, Gateshead - 30th September 2013 – 28th March 2014

Worked as a front end developer on the Auto Club Revolution game involving client-side technologies along with various Python scripting to achieve communication between both the client application and the server. Also construction on the administration panel to enable clients to log in and manage various elements related to the product.

This was my first taste at really getting to grips with web development, as prior to this I generally just constructed web pages via CMS or static HTML.

- Fulfilling role as front-end developer using JavaScript along with the EmberJS MVC framework and jQuery, working alongside server-side technologies including Python