

Tim Robertson

Junior Developer

Tim Robertson

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tl;dr

An enthusiastic and committed team player with a passion for leveraging new technologies to improve the world we live in.

Summary

My experience in operational team management at one of the UK's largest online technology companies left me hungry to understand the tech that powered it, and to develop the skills to create my own web apps. This led me to Makers Academy, where I began my journey into coding. I am now seeking a junior developer role where I can continue to learn, explore my passions, and contribute in a friendly and positive professional environment.

Experience

Populi Ltd / Junior Developer

JAN 2016 - PRESENT, LONDON

Testing, bug-fixing and new feature implementation on a number of enterprise Rails applications of significant size.

Makers Academy / Web Development Student

APRIL 2015 - JULY 2015, LONDON

Makers Academy is a highly selective 12-week full-time web development course, where test-driven development (TDD) and agile working practices are the fundamentals. Key learning concepts were pair programming, MVPs, TDD/BDD, code design principles such as OOP and SOLID, and group project work. In three months I was exposed to full-stack solutions across Ruby and Javascript, basic front-end styling, and a wide range of testing suites.

Skills

Ruby

Where it all began - I love Ruby for its syntactic sugar, how it often reads practically like English, and the clear and concise documentation. Ruby introduced me to OOP and SOLID design principles, which I strive to apply to my code. I appreciate Rails for the ease of generating an MVP/proof of concept.

JavaScript

What I've seen so far of JavaScript and its vast collection of libraries/frameworks excites me and I am particularly keen to develop my knowledge of how it can provide a full-stack solution. I'm comfortable implementing Karma and Protractor for client-side unit and feature testing with Jasmine.

Design

I have an appreciation for good design and try to keep UX in mind during project planning. Having studied the principles of UX/UI design I am also familiar with Adobe's Creative Suite (particularly Photoshop) and mock-up/framework tools such as Balsamiq. Previously, I have also produced and edited audio and video for broadcast.

Recent Projects

Treemo

<https://github.com/treemoapp>
<http://treemo-dev.herokuapp.com/>

Built a hybrid mobile app using Ionic. It interacts with a custom-built API and also Facebook graph. Features geolocation and google maps plugins and is available as a fully-functional SDK for android.

Binstagram

<https://github.com/timrobertson0122/binstagram>
<http://binstagram.herokuapp.com/>

Image-sharing site built on Rails, initially completed as a two-day challenge. Features user authentication, Facebook sign-in, S3 image storage, ActiveRecord ORM. Tested with RSpec and Capybara.

Life Before Code

Ravensbourne College of Design / Foundation BA in Broadcast Design and Production

2004 - 2006, LONDON

Sportradar / Integrity Analyst

MARCH 2014 - APRIL 2015, LONDON

Skilled in conducting detailed data analysis and writing high-quality reports for major international clients, such as UEFA. Contributed to product development work. Conducted peer-training on advanced Microsoft Excel.

Betfair / numerous roles

AUGUST 2006 - MAY 2013, LONDON

Held numerous team leader roles, working across operations, risk, trading and integrity. Relocated to Malta to establish and run an international department. Exceeded departmental KPIs for performance and accuracy. Used tools such as Business Objects, SQL and VBA.

Other Study / Certificate in Information Assurance Awareness, Digital Analytics Fundamentals (Google).

Contact

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