



about me.

After working with sound for 6 years, and running my own business for 2, I wanted a new challenge that would allow me to work creatively and see something built over the course of each project.

In July 2017 I left my job as a sound engineer and began studying full time at Makers Academy, a developer bootcamp in London, where I trained to become a full stack developer.



my skills.

I have developed code with the following technologies and frameworks:

Languages

- Typescript
- Javascript
- Golang
- Ruby

Frameworks

- React
- Node.js
- Jest

Cloud

- AWS
- GCP



MY EDUCATION.

July 2017 to September 2017

Coding Bootcamp
Makers Academy

2010 to 2011

MA in Sonic Art (Merit)
University of Sheffield

2006 to 2010

BA in Music (2.1)
University of Sheffield



MY Experience.

May 2022 to February 2023

Coinbase
www.coinbase.com
Backend Engineer

coinbase

Coinbase is the most trusted cryptocurrency exchange and only public cryptocurrency company.

My role was made redundant.

January 2021 to May 2022

Cazoo
www.cazoo.co.uk
Full stack Engineer

CAZOO

Cazoo is an online car retailer and is the UK's fastest growing digital business and fastest company to reach Unicorn status in the UK.

June 2020 to January 2021

Trint
www.trint.com
Full stack Engineer

trint

Trint is startup in the transcription industry. Their main product is a productivity playform for companies requiring transcription and collaborative work tools. Their clients include Sky, CNN and Google.

October 2017 to May 2020

Triptease
www.triptease.com
Software Engineer



TRIPT EASE

Triptease is a startup in the hospitality industry. Their goal is to help hotels increase direct bookings with data insights, targeted messaging, automated live chat and personalisation tailored for hotels.

I left the company due to the Covid pandemic

July 2017 to September 2017

Makers Academy
www.makersacademy.com
Student

MAKERS ACADEMY

Makers Academy is a 12-week full-time coding bootcamp with a 10% course acceptance rate.

During the course we were taught Agile and XP values. We learnt to develop a project from an MVP and incrementally add features. We were encouraged to run our own standups and retros, and to carefully plan our code before we began a project by domain mapping and creating user stories. We also learnt the importance of test driven development, and object oriented programming.

my hobbies & interests



Cinema



Technology



Travel



Music



Cycling



Beer



Graphic Design



Gaming