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## about me.



Afterworking 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.

I have been working as either a full stack or backend engineer since



## my skills.

I have developed code with the following technologies and frameworks:

#### Languages

- Typescript
- Javascript
- Golang
- Ruby
- (HTML and CSS)

#### Frameworks

- React
- Node.js
- Jest
- Enzyme
- Mocha/Chai
- Ruby on Rails
- RSpec



#### MY EDUCATION.

July 2017 to September 2017

## **Coding Bootcamp**

Makers Academy

2010 to 2011

#### MA in Sonic Art (Merit)

University of She ield

2006 to 2010

BA in Music (2.1)

University of She ield

# MY Experience.

October 2017 to October 2019 February 2020 to present

**Triptease** 

www.triptease.com Sofware Engineer



TRIPTEASE

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.

My role involves developing and building the front end platform as well as backend services. The product is built on a predominantly javascript techstack, using Typescript, Node.js, React, MongoDb (although now moving towards postgres), and Docker.

My current team is focused on streamlining integrations with a goal to allowing clients to self-serve signup to the platform.

October 209 to February 2020

#### Compare The Market www.comparethemarket.com Backend Engineer



At Compare the Market I was part of the 'Lego' backend team who were a team of 4 maintaining a variety of backend Node. JS services relied on by other parts of the business

July 2017 to September 2017

# Makers Academy www.makersacademy.com



Student

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 incrementaly 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.

September 2013 to December 2015

# Draughts



Co-Founder



I co-founded London's first board game café, gaining a huge amount of media attention, including from The Guardian, Time Out, The Metro and London Live.

# my hobbies & interests















