# TOBY HAMAND

# • DETAILS •

London
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# LINKS

tobyhamand.com

# ° SKILLS °

Git

**Typescript** 

JavaScript

Node.js

MongoDB

React

Jest

Docker

HTML & CSS

Golang

Ruby

AWS

Google Cloud Platform

**Pair Programming** 

Extreme Programming

# PROFILE

Experienced Software Developer with expertise in building, monitoring and maintaining full stack systems using test driven development. Advocate for Extreme Programming and pair programming as tools to create robust systems. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team.

#### EMPLOYMENT HISTORY

#### Software Engineer at Coinbase, London

May 2022 — February 2023

My role involved working in a multidisciplinary team to implement a new "open banking" payment method, which has now launched to every user in the UK. My role was made redundant due to cost cutting measures to ensure the business could continue to operate.

# Full stack Engineer at Cazoo, London

January 2021 — May 2022

My role involved working in a multidisciplinary team to develop and deploy new services and products - specifically 'CazooPurchase', a new tool for purchasing customers cars to grow our inventory. Cazoo Purchase launched in September and performed better than forecasted

#### Full stack Engineer at Trint, London

June 2020 — January 2021

My role involved working with a multidisciplinary team to create new features for the platform to open up new revenue streams for the company.

#### Software Engineer at Triptease, London

October 2017 — May 2020

My role involved developing and building the front end platform as well as back end services. The product is built on a predominantly javascript tech stack, using Typescript, Node.js, React, MongoDb, and Docker. I also worked on streamlining integrations with a goal to allowing clients to self-serve signup to the platform.

# EDUCATION

# Coding Bootcamp, Maker's Academy, London

June 2017 — September 2017

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.

# MA in Sonic Art (Merit), University of Sheffield, Sheffield

September 2010 — August 2011

#### BMus (2.1), University of Sheffield, Sheffield

September 2006 — June 2010