

James Smith

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Skills Summary

- Experienced web front-end developer (HTML5, CSS3, Sass/Less)
- Experienced Javascript developer (ReactJS, Redux, Node)
- Experienced LAMP back-end developer (PHP, MySQL)
- Experienced web graphics programmer (Canvas, SVG)
- Experienced web application developer (REST, JSON)
- Experienced Agile developer (BDD, TDD, Continuous Integration, Git)

Recent Employment History

March 2017 – Present: Lead Developer – XAMS team, Coelrind Ltd.

- Develop software for online e-learning, e-training and e-assessment platforms
- Responsibility for full life-cycle of front-end development, from researching user experience, designing user interface and interactions to building and testing front-end code.
- Coding in React.js, Redux.js, Node.js, Sass and SVG

May 2016 – May 2017: Web Developer - Campaign Against Living Miserably, CALM

- Responsible for designing and developing the organisation's website.
- Data visualisation
- Salesforce integration

June 2015 – February 2016: Lead Javascript Engineer – Data Visualisation, Edible Urban.

- Developed online mapping application to crowd-source data about potential food growing areas within urban environments
- Implemented React/Redux and LeafletJS based solution securely hooking into their existing Wordpress backend

October 2014 – May 2015: Lead Front-End Developer, Fanbookz

- Developed lightweight MVC Javascript framework
- Developed football combination predictor game
- Developed SVG based football stats visualisations
- Developed mobile optimised version of user account registration/management pages

June 2014 – October 2014: UI Developer, Coelrind Ltd

- UX consultancy for PPDG client management system (internal project)
- UI design for XAMS online assessment platform
- Created new exam question authoring interface using AngularJS / Bootstrap

January 2014 – May 2014: Javascript Developer, Tag Worldwide

- Developed v5 of Tag's MRM saas platform.
- BackboneJS, jQuery, Handlebars, Bootstrap/Less, NodeJS, NoSQL JSON Server.
- Agile behaviour driven design, test driven development, continuous integration using Atlantean tool suite (Crucible, Stash, Jira, FishEye, Jenkins) + Git
- Jasmine, Mocha, Testem, Selenium (BDD / TDD)

September 2009 – January 2014: Lead Web Developer, Goldsmiths

- Created web based booking system for Media Equipment Centre
- Created 'drop-in' video component system for main college website
- Created podcast management system
- Converted site to work with scalable CSS grid
- Created mobile optimised version of main college website.
- Technology used: HTML4/5, CSS2/3, JQuery, Javascript, PHP, MySQL, TerminalFour SiteManager, RSS, XML, XSLT, Codeigniter, Flash, Bootstrap

Education

2008-2011: MSc Computer Science – Birkbeck University of London (Merit)

Thesis: **A Framework for Rapid Development of Games and Simulations** for use in Web Based Virtual Learning Environments – a javascript/css engine. In addition to the thesis the MSc. included

- C++ Programming
- SQL and Data Management
- Information Systems Design
- Advanced Information Retrieval
- Internet and Web Technologies
- Fundamentals of Computer Science
- Computer Architecture and Operating Systems
- Object-oriented Design and Programming

1995-1996: BTEC(HND) Multimedia Production - Lambeth College (Distinction)

- Represented College at Polar Circuit, a digital arts festival in Finland

1991-1994: BSc (Hons): Biology - Manchester University

- Modules Passed:
Molecular Biology, Physiology, Computer Simulation, Complex Systems, Organisational Management Science, Culture and Society and Evolutionary Theory

Non Technical Skills

Communication Skills:

- Delivered over 50 lectures and over 100 workshops to a variety of participants from primary school age to postgraduates to pensioners.
- Presented a series of talks on network media for the Take Away Festival at the Dana Centre, Science Museum.
- Created Podcast guides for the NodeLondon festival of New Media 2006
- Prepared and delivered several technical strategy presentations to colleagues

Team working Skills:

- Senior Developer for Goldsmiths Web Team – Head of a small team of 5 developers
- Technical Director for Launchlab.co.uk – Leading 3 teams of 5 trainee developers
- Worked in teams from 3 to over 25

Organisational Skills:

- Introduced agile workflow into Safetycat Ltd. (web game development company).
- Developed administrative systems for artists co-op, managing finances and legal status.
- Project managed many projects with budgets up to £100,000