



DAVE LEWIS

DEVELOPER

PROFILE

I'm a passionate Full-stack developer with a focus on front end development in React and Typescript.

I have a first-class Degree in Computer Science and Masters in Computing with Digital Media. I love solving problems through code and have created and worked on multiple production level greenfield projects. While my speciality is React front-end development, I have worked on several projects as a full-stack developer using Java Spring or TypeScript Express servers. I am comfortable with Docker, Jenkins CI and am proficient in version control.

I like to regularly attend talks to keep up to date with technology and take part in hackathons creating games in my spare time.

I have experience with 3D modelling, animation and programming for 3D. I'm also comfortable with Unity development

I enjoy helping others and take pride in the fact that colleagues regularly come to me for advice.

EXPERIENCE

FULL-STACK DEVELOPER

Digiterre | October 2017 - Present

I am Currently working for a consultancy where I have developed projects for companies across the banking, insurance and energy sectors. Primarily as a front-end developer using Typescript and React, though also as a Full-stack developer using the Java Spring framework, Express, SQL databases, Docker, and Jenkins CI. During this time, I have had to efficiently integrate into multiple teams and hit the ground running across the following five projects.

Juniper Place | October 2018- Present | Full Stack Team Lead

Led a team in taking over an existing intelligence portal for hedge fund investor Discovery. Converted the existing codebase from legacy Backbone JS and Laravel PHP to a TypeScript React front end and a TypeScript /Express backend server. Both the legacy and new projects were Dockerised; increasing the speed at which we could onboard new team members and get them set up with the project in addition to providing an efficient way to continuously deploy the application. The Project is now in a phase of adding new functionality.

Tech Stack: Typescript React, jQuery, Laravel, Backbone, Jest, Typescript express server, Jenkins CI, Docker, MS SQL DB, PixiJs Git, Jira

Bank of New York Mellon | July 2018 - October 2018 | Full Stack Developer

Created a pre-trade credit check system for The Bank of New York Mellon sales people to efficiently make decisions on credit check exceptions.

Worked full stack using a React front-end, Java spring and an SQL Server database. Implemented a system using web sockets to show live viewing data across the application.

Tech Stack: Typescript React, Web Sockets, Java Spring, MYSQL DB, Jenkins CI, Jest, Git Jira

Uniper | May 2018 - July 2018 | Front-end Developer

Worked as a front-end developer on a project for managing time series energy data. This involved creating and managing time series, attaching meta tags to time series and making these time series searchable.

Tech Stack: Typescript React, Web Workers, VSTS

MS Amlin ELTO Project and ELTO Cloud Project | Jan 2018 - May 2018 | Full Stack Team Lead

Software for dealing with Monthly insurance claims reports from the Employers Liability Tracing Office. The software was built to easily and efficiently identify whether an insurance claim for historic employees was covered by MS Amlin using Elastic fuzzy searching. I Worked on the front end for this project using React and typescript.

Once this project was complete, I Led a team of three to re-create the platform as an online cloud service. Allowing Companies to use our service to efficiently deal with their own Employer Liability Tracing Reports.

Tech Stack: Typescript React, Elastic DB, Sass, SQL Server, Java Spring

Fraud Detection Project | October 2017 - December 2017 | Front-end Developer

Worked as front-end developer on a fraud detection platform, Using React and D3.js to provide animated charts and a workflow pipeline for fraud detection cases on the trading floor.

Tech Stack: Typescript React, D3.js

BAR MANAGER

Whitbread | June 2008 - August 2017

Supported myself whilst at University by working as a bar manager for Whitbread. Managed all aspects of liquor stock from ordering and stock management through to sales and wastage reduction. Responsible for training new staff members and provided leadership in ensuring the bar exceeded expectations in customer service. The role also required having to deal with difficult situations such as equipment malfunction and unruly customers.

LANGUAGES & FRAMEWORKS

- ✓ TypeScript/Javascript
- ✓ React
- ✓ Redux
- ✓ Jest
- ✓ Java
- ✓ Java Spring
- ✓ C#
- ✓ C
- ✓ C++
- ✓ SQL & MySQL
- ✓ PHP
- ✓ HTML
- ✓ Sass/CSS
- ✓ Elastic Search
- ✓ D3.js

SKILLS & EXPERTISE

- ✓ Docker
- ✓ Jenkins
- ✓ Agile
- ✓ Git
- ✓ Automated Testing
- ✓ 3DS Max
- ✓ Unity
- ✓ Photoshop

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/* Portfolio available on website

References available on request */

VOLUNTEER DEVELOPER AND EDUCATOR

Robogals | September 2014 - September 2016

Encouraging young children (with a focus on girls) to take an interest in STEM subjects. Going into schools and teaching children between the ages of 6 and 16 about computer science and robots.

This role necessitated taking a complex subject and explaining it in terms understandable to young students.

Hackathons and Projects

GLOBAL GAME JAM 2018 (UNITY/REACT) | 2018

As a team of 8, Created a game titled Murder with Friends for the theme of transmission.

An asymmetric multiplayer game pitting a group of players on phones against someone on the PC as they explore a haunted mansion. Players track the explorer from their phones, setting off traps, releasing enemies and trying to murder their friend. Created using Unity, C#, React, Redux, Web sockets, Git.

LUDUM DARE 41 (UNITY/C#) | 2018

As a Team of 3, created a Rhythm Racing Game for the theme of "Incompatible Genres".

The game is a split screen racing game in which two places must complete a rhythm game to increase their acceleration as they race around a track. The game features projectile weapons on a 3d race track. Created using Unity 3d, C#, Git, 3DS Max

GAME MAKERS TOOLKIT 2017 (UNITY/REACT) | 2017

As a team of 4, created a scrolling space shooter in which your health is also your ammunition. Created the game in C++ using SDL

DRUNKEN TANKS (UNITY/C#) | 2017

A top down 3D strategy game in which the player commands an army of tanks against an enemy AI onslaught. Featuring unit and building creation, toon-shaded visuals and multiple difficulty levels. Developed in C# and Unity, Models created in 3DS Max and audio recorded and manipulated in Audacity.

PROPERTY VALUE HEATMAP APP (ANDROID) | 2017

An Android application displaying a heat-map of house prices across the United Kingdom. Users can explore values across the map or search for a specific location. For this project I was lead full stack developer. The project involved manipulation of 10 Gigabytes of Government housing data to provide the user with a visual display of nearby house prices. The Project was created using an agile methodology of short sprint cycles, using automated testing, version control and build automation. The client side was developed in Java for Android while the server side uses a combination of PHP and SQL on AWS.

EDUCATION

MSC COMPUTING WITH DIGITAL MEDIA: DISTINCTION

University of Sussex | 2016 - 2017

Gained a further understanding of 3D development and programming for 3D. Modules included: 3D Modelling and Rendering, 3D Animation, Advanced Software Engineering, 3D for Web, Programming for 3D, and Technology Enhanced Learning Environments.

BSC COMPUTER SCIENCE: FIRST CLASS HONOURS

University of Sussex | 2013 - 2016

Modules included: Networks (84%), Human Computer Interaction (89%), Comparative Programming (74%), Web Computing (72%), Multimedia and Design applications (96%), Program Analysis (81%) and Databases (76%)