Laurence Roland James

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Profile

I am an enthusiastic Software Developer with a passion for learning and self-improvement. I have 4 years of experience developing complex applications for mobile and the web in Agile Development environments. I take pride in writing clean, quality code that is easy to understand and maintain, and promote similar practices amongst colleagues. I am an excellent communicator and work well in teams. I am comfortable and confident liaising with clients. I can confidently solve complex problems in the web and mobile domain.

Key Technologies

JavaScript (ES6), React, React Native, Redux, Redux-Thunk, Redux-Saga, Jest, Babel, WebPack, Git, BitBucket, HTML, CSS.

Experience

Software Developer at Connected Space (August 2016 - present)

Responsible for architecting, delivering, demoing and choosing the front end technologies used for web and mobile projects related to connected cars, trading and events. Responsible for mentoring other developers, setting up and documenting workflows and liaising with clients.

Technical Duties:

- Writing high quality code using **JavaScript (ES6)**.
- Using **functional programming** concepts such as function purity, immutability and higher order functions to engineer code that is easy to maintain, scale and debug.
- Developing complex web and mobile applications with **React** and **React Native**.
- Architecting app module structure using **feature first organisation.**
- Architecting app state and component structure; managing the app state with **Redux** and separating components into **container** and **presentational** components.
- Architecting app data flows; using **Redux-Thunk** and **Redux-Saga** middleware to manage data flow.
- Writing **unit tests** and **snapshot tests** with **Jest**.
- **Testing APIs** with **Postman** and **Newman.**
- Stubbing APIs for development with **JSON-server**.
- Validating data structures with **JSON schemas.**
- Using **ESLint**, **Prettier** and **pre-commit hooks** to produce uniform code across teams.
- Generating forms using **Redux-Form.**
- Turning designs into reusable, well structured presentational components with modern **CSS** techniques, **Styled-Components** and **Material-UI.**
- Ensuring that UIs are **responsive, accessible** and **performant** across browsers and platforms.
- Integrating **InterBit Blockchain** technology with web applications.
- Using **Lodash** utility functions to simplify data manipulation.
- Using **Git** and **BitBucket** to manage version control and development workflows.
- Writing succinct **documentation** for projects, features, components and development workflows and practices.
- Managing dependencies with **NPM**, **Yarn**, **Lerna** and **CocoaPods**.
- Using **Babel** and **WebPack** for bundling; **code splitting** with **React-Loadable**.
- Using **Moment.js** to manage dates and times.
- Using **Xcode** and **Android Studio** for iOS and Android app development.
- Setting up **code signing** and **release keys** for iOS and Android, releasing mobile apps with **FastLane**.
- Staying up to date with **emerging technologies** in order to be able to select the right tool for the job and make the best use of what is available.

Non-technical duties:

- **Leading** and **collaborating** with teams of developers to deliver high quality features to satisfied clients.
- Participating in **Agile** development processes such as **sprint planning** and **retrospectives**.
- Providing accurate **estimates** for the delivery of tasks and features.
- Using **Jira** and **Slack** to manage project tasks and communication.
- Liaising with **clients** to consolidate **requirements.**
- **Demoing** features to audiences of **clients** and **stakeholders**.
- Sharing knowledge by **mentoring** other developers.
- Contributing to workplace **culture** and **practices.**
- Participating in the **recruitment** process by reviewing CVs and participating in interviews.

Selected Accomplishment:

Selected by the company to travel to New York for the CoinDesk Consensus Hackathon 2018 where I presented the app we created to a large audience.

Web Developer at DK (November 2014 - August 2016)

Responsible for delivering and demoing features for various web projects related to education and travel in an Agile environment.

Duties:

- Using **Javascript (ES6), React, Redux, Redux-Thunk, React-Intl, WebPack** and **SCSS** written with **BEM** to develop user authorisation and internationalisation features for a language learning web app.
- Using **MVC** architecture to develop features for education and travel apps using **BackboneJS**.
- Using **jQuery, SCSS** and **Handlebars** templates to animate and create interactive UIs.
- Ensuring that UIs are **responsive, accessible** and **performant** across browsers and platforms.
- Using **Git** and **BitBucket** to manage version control and development workflows.
- Using **Brunch** to bundle builds.
- Managing dependencies with **NPM**.
- Working with designers to deliver features with the best visual design and **UX**.
- **Demoing** features to **stakeholders**.

Web Developer immersive course at General Assembly (August 2014 - October 2014)

Learned and used all manner of web development technologies including Ruby, Rails, Javascript, jQuery, AJAX, AngularJS, SQL, HTML, HAML, CSS, SASS. Learned and used Agile Development techniques, Git and Github. Learned and applied Object Oriented Programming concepts, REST, MVC and Test Driven Development. Built three projects, one as a group.

Wandsworth Council, Learning Support Assistant (January 2010 – August 2014)

Responsible for the learning of Primary School children with Special Educational Needs.

Professional Poker Player (August 2007 – January 2010)

Applied strategies to maintain a consistent win rate in a variety of game types.

Education

- City University - Advanced JavaScript for Web Sites and Web Applications
  March 2015 - May 2015 (10 weeks)

- General Assembly – Web Developer Immersive
  August 2014 - October 2014 (12 weeks)

- The University of Sheffield - BA, Philosophy
  2004 - 2007 (3 years)

- The Institute of Contemporary Music Performance - Diploma, Popular Music Performance
  2003 - 2004 (1 year)