



Strong front-end developer able to adapt to full-stack within team projects. Agile learner with a curiousness toward innovative problem solving, and eagerness to update skills.

Main skill set in JavaScript, CSS, HTML with experience using reactive frameworks and cross-browser knowledge.

Previous background in graphic design and multimedia drives satisfaction in creating great user experience.

This CV is built as a bespoke React app, review at <https://github.com/MattyBalaam/matthew-balaam.co.uk>.

Technologies

- JavaScript, TypeScript
- CSS and (pre)processors
- HTML
- React
- Redux, Thunks
- GraphQL, Apollo
- Jest, React Testing Library
- Node
- Webpack, Rollup

Experience

2018 – Current
Software developer

Building a React/Redux/Typescript SPA interfacing with the API layer using REST for handling customer creation and scheduling of multi-channel marketing campaigns.

Pure360
pure360.com

Notable projects included building a graph-style decision tree with a clear simple graphic interface for multiple journeys of customer engagement and working with UX to create a new image editor. Writing automated testing for all code.

Initially working in a 2-week sprint SCRUM system, before using a 6-week cycle inspired by Basecamp's Shape Up methodology.

2018 – 2018
JavaScript engineer

Building features on two React single page web apps in the corporate intranet sector. One an established product using React and Redux, and a more modern product using React with Apollo/GraphQL.

Simplr
simplr.com

Working in an Agile environment using elements borrowed from Scrum and Kanban methodologies

2017 – 2018
Software developer

Building cross-platform adaptive-music desktop app Filmstro Pro: A React/Redux app inside Electron using a lower-level audio binary.

Filmstro
filmstro.com

Building new features, improving performance and fixing bugs. Providing input on UI and UX from prototype to final feature. Migrated build tool and wrote automated end-to-end tests.

Worked with product to prioritise stories, tasks and bugs.

2013 – 2017
Front-end developer

Working in a team on DB Primary, a safe, easy-to-use internet experience for pupils and teachers with a Java backend.

New Era Education Ltd.
neweraed.co.uk

Creating interactive learning materials and assessed games. Developing an easy-to-use activity builder tool allowing teachers to set their own quizzes and surveys. Developing custom public-facing corporate websites with a CMS & MVC framework.

2009 – 2013
Developer and designer

Building bespoke responsive websites with concise, accessible, standards compliant, device responsive HTML and CSS, JavaScript and PHP to work over all major browsers.

Freelance
matthewbalaam.co.uk

Designing and developing interactive E-learning courses at all stages from art-direction to final built course. Creating a wide range of printed materials, emails and animated banners.

2001 – 2009
Graphic designer

Design conception through to final artworking on a very broad range of print and digital projects. Working in a collaborative design team. Liaising with all departments, as well as external clients and printers.

Newsquest Media

1997 – 2001
Artworker

Mostly print-based work using applications including Illustrator, Photoshop, Fireworks and QuarkXPress in a time-critical daily newspaper work environment.

Archant Media

Education

1993 – 1996
Southampton Solent

The practical half of this degree covered web design, television and radio production, desktop publishing, journalism and photography. These creative practices were informed by studying strands of critical theory with an emphasis on how these can assist the creative process.

BA (Hons)
Media and Cultural Studies

