MATT PILCHER
front end web developer

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EXPERIENCE

FRONT END DEVELOPER
Oct 2020 - Feb 2021

HECTARE

Working with Vue.js to fix bugs and add features to existing platform, worked on redesign for platform.

I handed in my notice on Feb 2021 due to position not being as expected and am now open for new roles.

SOFTWARE ENGINEER / FRONT END DEVELOPER
Sept 2017 - Oct 2020

HOLIDAY EXTRAS (SHORTBREAKS)

Adding new features and improvements to the booking flows of our partners accommodation sites including Merlin Entertainments & Paultons Park. Working fully remotely predominantly using React, Redux and Less but also working with a wide range of other technologies as listed below.

Rewrote the Manage My Booking portal from a legacy php codebase to use newer technology (Express, React, Redux) and integrate with more recent microservices. This project was planned out and worked on mostly independently with occasional involvement from backend devs.

Working with the GraphQL based discovery service to implement new features on the front end this included suggesting hotels and showing the lowest prices on calendar searches. Work was split tested and tracked with the analytics team to review outcomes.

As part of the GDPR compliance project, built the front end for a preference centre step in the booking flow where customers can amend email settings. Created new content templates in Prismic to show updated policies.

Other projects I worked on include the re-design and functionality changes for the Paultons SEO site rebrand using the in house static site generator and working on the front end functionality for DTMF bookings.

General work included fixing bugs / styling issues, PR reviews, testing and deployment of work, writing unit tests, configuration amends, raising jiras for new projects / any issues found, creating / working with mockups to improve or build elements and pages, peer feedback, taking part in and occasionally running various meetings and preparing demo work for stakeholders.

Technologies: React, Redux, Javascript, HTML, Less, Sass, CSS, Node, Webpack, GraphQL, Apollo, Mocha, Chai, Sinon, Bootstrap, jQuery, Hapi, Git, Express, Grunt, Google Analytics, Google Tag Manager, Google Optimize, Jira, Prismic, SumoLogic, Grafana, AWS (Mainly S3 but have worked with other services also), Dust.js, Various Javascript Libraries, Sketch, CircleCI, Browserstack.

Made redundant due to Covid-19 considerably affecting the business with over 50% of team being let go.

FRONT END DEVELOPER
Jun 2017 - July 2017 (Contract)

BLUEPRINT DESIGN COMPANY

Creating website redesign mock up for an existing client, also assisting in front end work required for deadline.

FRONT END DEVELOPER
Jun 2015 - May 2017

AKERO LABS

Creating and improving various features within the software predominantly working with Angular V1, Sass & Jade. Fixing bugs / hotfixing, testing work and raising Jira tickets when required.

Developed the front end for a new responsive and printable reporting dashboard which displayed lead, activity and graph data to users. The feature included custom drag and drop widgets which were resizable and customizable.

Designed and developed new responsive layout templates and themes for use within the landing page builder.

Developed the new front end for edurank.net, supporting in the implementation of version 2 of the Akero software.

Working with the marketing team to update and improve areas of the website and blog, creating a showcase page of existing landing pages for Net Natives and Akero.

Technologies: Angular 1.x, HTML5 / Jade, Sass / CSS, Javascript, Various Javascript Libraries, AJAX, jQuery, Gulp, Npm, Bower, Git, Jira, Bitbucket, MongoDB, Photoshop, Sketch.

Enjoyed time here however decided to leave / seek new challenges and responsibilities to progress career and professional growth.

DESIGNER, DEVELOPER
Jan 2013 - Jun 2015

INDEPENDENT GAMES & WEB DEVELOPMENT

During this time I created a number of independent games 2 of which I released to the Apple App Store, the larger projects can be seen on my website portfolio.

Technologies: C#, Unity, Javascript, Flash, Actionscript, Starling, Illustrator, Photoshop.

CONTENT & SITE ADMINISTRATOR
Feb 2012 - Jan 2013

WIGGLE

Working with buyers, merchandisers and suppliers to create accurate / optimised content and imagery for product pages.

WEB & GRAPHIC DESIGNER
Sep 2011 - Feb 2012

HARDCLOUD

Creating and updating promotional materials for use on website and social media, creating artwork and html for weekly newsletters and site updates.

Importing new stock to database, carrying out photo shoots for new product stock and editing images ready for web use.

ADDRESS TRUTHER
Jan 2011 - Aug 2011 (Contract)
Apr 2009 - Dec 2009 (Contract)

LOCKHEED MARTIN

Data input, Quality assurance and error checking.

JUNIOR WEB & GRAPHIC DESIGNER
Dec 2009 - Jan 2011

UNIPRO

Creating and updating artwork, animated affiliate banners and other content for use on clients websites (Blockbuster, Specsavers, Booker).

Designing and creating marketing emails / newsletters using Photoshop and HTML. Updating websites with new artwork and promotional materials.

Technologies: Actionscript, Flash, Photoshop, HTML, CSS, Javascript.

EDUCATION

I enjoy learning new technologies through reading online documentation, guides and creation of personal side projects. I have found this to be a very effective method of learning for me.

SOUTHDOWNS COLLEGE
2010

WEBPAGE CREATION USING DATABASES - LEVEL 3 (PHP/MYSQL)

BOURNEMOUTH UNIVERSITY
2007 - 2008

INTERACTIVE MEDIA PRODUCTION

Completed 1st year, decided to learn relevant skills in a practical environment.

PORTSMOUTH ARTS INSTITUTE
2005 - 2006

DIPLOMA IN FOUNDATION STUDIES (ART & DESIGN)

SOUTHDOWNS COLLEGE
2003 - 2005

A LEVEL (PHOTOGRAPHY, GRAPHIC DESIGN), AS LEVEL (BUSINESS STUDIES)

SUMMARY

Midweight front end developer with 5 years commercial experience working within this role and an additional couple of years working in more design focused web positions. Has worked within agile development teams, digital agencies, independently and fully remotely, with knowledge gained from working on a wide range of projects, features and user interfaces.

Takes pride in writing clean code with high attention to detail, producing UX / design work, dealing with interesting problems to solve and always looking to improve on / learn new skills.

MAIN SKILLS

Technologies I am actively developing with. Ratings show where my main strengths are and which areas I look to focus on more in the future.

JAVASCRIPT
REACT, REDUX
HTML
CSS, SASS, LESS
BOOTSTRAP & TAILWIND
BASIC NODE & EXPRESS
GIT
GRAPHQL / APOLLO

Technologies I use on occasion or have worked with in the past.

AWS   TESTING LIBRARIES   CI/CD
WEBPACK VUE.JS C# GATSBY PHP
JQUERY   GULP/GRUNT   MONGODB
ANGULARJS V1   SQL   WORDPRESS

DESIGN TOOLS

SKETCH
ILLUSTRATOR
PHOTOSHOP
FLASH / ACTIONSCRIPT

LINKS

I'm unable to link the majority of my employed work on my cv however I've included a couple of examples below.

Personal Portfolio:
https://bit.ly/3gtnV74

Edurank:
https://bit.ly/30sbaE5

Commercial artwork:
https://bit.ly/39ZseVh

Other side projects I have completed.

Veg Box:
https://bit.ly/2DBumpT

Cottage Getwaways:
https://bit.ly/39TgKm0

Arko:
https://bit.ly/3i5Yo49

Home Renovations:
https://bit.ly/39TLm72

Kingmakers Winery:
https://bit.ly/33u5KdJ

Oscars Revenge (iOS Game):
https://bit.ly/2PHwVd8

Nightmare Kid (iOS Game):
https://bit.ly/31BFlbs

Flickr API Interview Task (2017):
https://bit.ly/2DUA5Hu