

James Barwell

I am a software engineer, specialising in front-end development for the web and currently working for Everything Everywhere (Orange & T-Mobile). I have experience working on large-scale enterprise web applications, on projects for organisations such as the MoD, Government and EDS. I enjoy developing using JavaScript, MooTools & jQuery on the front-end, with PHP, Python and other LAMP technologies on the back. My degree is Interactive Systems Engineering from the University of Birmingham.

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Experience

Software Engineer / Everything Everywhere (January 2010 and ongoing)

Originally hired by Orange before they merged with T-Mobile to form Everything Everywhere. I develop cutting-edge web applications as part of the Tactical Customer Service team. We are a small, Agile team, tasked with rapidly replacing and upgrading old systems and architecture with efficient and reusable solutions, making heavy use of web services. I am working with and contributing to a custom MooTools framework, based on object-orientated and MVC concepts, which interacts with a Zend PHP/MySQL back-end over a JSON-based RESTful API. Our platform runs on Red Hat, using Apache, Memcached and Subversion. In my first few months I took responsibility for a large part of our UI design and development, along the way creating many reusable UI widgets and integrating unit testing into our framework. My latest project has been to create a framework for writing web apps to run on any mobile device, from old Nokias to the latest iOS and Android smartphones. On top of the mobile framework, we have created a self-service web app allowing customers to manage their accounts directly.

Developer / Salamander Organisation (April 2009 to December 2009)

Salamander are an enterprise architecture company, with a powerful core product that handles object and information modelling. In my role there, I developed web applications and corporate dashboards on top of the core product, delivering successful high-value projects for organisations such as the MoD, BAE, EDS and Government. Although I was employed primarily for my front-end skills, the work I did was wide-ranging and involved the use and development of jQuery plugins & UI widgets, Ajax, C# and .Net, Windows Forms and XML.

Developer, web & graphic designer / Vebra & Guardian Media Group (August 2006 to March 2009)

My most recent role at GMG was as a developer working on a large-scale web application. The product enabled estate agents to manage all aspects of their work online, such as booking appointments, communicating to customers via e-mail/SMS and viewing custom reports. Technologies in use included a custom object-orientated PHP5 framework, Javascript/MooTools, Ajax, Smarty, MySQL and Red Hat running Apache and CVS. Previous to my role as a developer, I had worked on the web and print teams, creating standards-based bespoke websites, using Javascript/jQuery, Google Maps, various CMS systems and Adobe Photoshop, Fireworks and Illustrator.

Web designer / The University of York (June 2000 to June 2005)

Employed as the sole designer to work on a project to educate the public about environmentally friendly packaging. I was tasked with creating and maintaining a web presence for the project, working part-time whilst at school/university. The project was originally short-term, but was successful and received extra funding to allow it to continue. The website was designed in Adobe Photoshop and hand-coded in HTML, CSS and Javascript.

Education

The University of Birmingham (September 2002 to September 2005)

B/Eng Computer Interactive Systems with Honours, Class II (Division I)

My degree was a mixture of software development, computer science, engineering methodologies and interactive design, with a practical focus.

Relevant modules

- Object-orientated software design
- Structured software design
- Systems engineering
- Algorithms and data structures
- Computer networking
- Data mining
- Human centred design.

Final Year Project

Developing a virtual musical synthesiser using C++ and VST technology. The project involved the research, design and development of a frequency-modulating soft-synth, then demonstration through mathematical analysis that it functioned correctly.

Languages, frameworks & standards

- JavaScript, Ajax methodologies & HTML5 features
- MooTools, object-orientated plugin & framework development
- jQuery, jQuery UI, QUnit, plugin development
- NodeJS
- PHP5 (object-orientated), Zend Framework, PHPUnit
- REST & Resource-orientated architecture
- Python & Django
- C# & .Net
- MVC architecture
- XHTML & CSS (strict standards compliance, cross-browser, accessibility)
- SQL

Software literacy

- Linux
- Apache HTTP, Lighttpd
- Vim, Eclipse
- Git, Mercurial, Subversion & CVS
- Windows
- Adobe Photoshop, Illustrator & Fireworks

Interests

- Programming
- Open-source software
- Design, typography & usability
- Reading
- Astronomy & astrophysics
- Music, guitar & synthesisers
- Cycling

Referees

Available upon request.