

# DANNY LAMBERT

Front End Developer /  
Software Engineer

## PERSONAL PROFILE:

I am a highly motivated and forward-thinking graduate seeking a challenging opportunity in software development to further develop my skills. I kickstarted my career during lockdown by completing an intensive 12-week coding boot camp. Upon completion, I secured a position as a junior test engineer for 4 months before transitioning to my desired role as a front-end development. Over the past 3 years, I have gained extensive technical knowledge and adapted to working in a remote tech environment. Collaborating with various key stakeholders has not only enhanced my development skills but also my personal growth. Additionally, I have embraced agile principles and consistently met sprint targets.

## TECH SKILLS:

Software Development;

- HTML5
- CSS
- JavaScript ES6+
- Git
- NPM/Yarn
- React.js
- Bootstrap
- .Net
- Authentication and Authorisation
- Unit Testing
- API's
- jQuery
- Vue JS
- Postman
- SASS
- SQL
- Blazor

## CONTACT DETAILS:

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## ACADEMIC BACKGROUND:

### MANCHESTER METROPOLITAN UNIVERSITY

*Sports Coaching and Development*

2:1 BA Honours Degree

Level 1 & Level 2 FA Coaching Qualification

### TRAINEE SOFTWARE DEVELOPER - 12 WEEK BOOTCAMP

*Nology* - 07/09/20 - 04/12/20

A 12-week intense training course in software development which primarily focused on JavaScript and React.js.

## EMPLOYMENT HISTORY:

### SOFTWARE ENGINEER NETWORKX BY IRIS

*Networx by IRIS*

05/10/22 - Present

- Following a company takeover, I embraced a new role that allowed me to learn and work with .NET backend code to provide optimal solutions for clients. One of my major personal projects involved redesigning the entire process of creating and publishing vacancies. Through extensive UI/UX research and feedback sessions with customers and employees, I established the project requirements and built a prototype in Figma. After approval, I collaborated with other engineers to implement the solution, ensuring it was delivered correctly the first time. The new progression wizard has since replaced all similar processes.
- Manage technical bugs and prioritise workloads through bi-weekly sprints. Additionally, I teach team members best front-end practices to ensure UI/UX remains a priority and our UI guidelines are met. Using Figma to create wireframes and prototypes to demonstrate new designs and features to key stakeholders before leading the development and breaking down the larger epic into smaller manageable user stories.
- I was part of a team of 2 who designed and built a new application form service using Blazor and .NET, which not only improved the customer journey but also the speed at which candidates can apply, resulting in a more streamlined process.

### LEAD FRONT END DEVELOPER

*Networx Recruitment*

30/03/22 - 05/10/22

- Work with key stakeholders to deliver projects on time in order to ensure sprint deadlines were met and feature items could be released.
- Plan and maintain the work level of the front end department
- Ensure the software met the standard WCAG 2.0 accessibility and our candidate facing services were fully responsive.
- Using a combination of CSS, jQuery, JavaScript within a bootstrap framework to provide consistent UI/UX across the platform
- Built and maintained a UI Kit to be used by the business to allow for a more consistent design.
- Design and code new advert templates and components to be used by clients to advertise their vacancies.

### JUNIOR FRONT END DEVELOPER

*Networx Recruitment*

10/08/21 - 30/03/22

- Design & create reusable components
- Create and present wireframes to all levels of management
- Working to weekly sprint and timeframes for delivery
- Integrate with back end code and databases

### JUNIOR TEST ENGINEER

*2i Limited*

05/04/21 - 10/08/21

- Working across web, mobile and desktop, following an agile approach with modern development and testing practice
- Write clean effective code to test both UI and UX using testing software such as Cypress and Selenium.