

DANIEL ALLOTT | RESUME



- › Status: Frontend Developer at BrightHR, M.Sc. in Computer Science
- › Stack: JavaScript, TypeScript, HTML, React, React Native, Next.js, Tailwind
- › Skills: Responsive Design, Web Accessibility, Automation Testing
- › Activities: Boardgames, Miniatures, Hiking, Gamemaster, Prog Rock

››› Experience

2024 - now **Application Engineer** Interactive Investor

- › Interactive Investor is a subscription-based online investment service
- › Working with the activation team to build both web and mobile solutions
- › Contributing to and upgrading distributed micro-app architecture

2021 - 2024 **Front-End Developer** BrightHR

- › BrightHR provides web tool to businesses and the Peninsula group
- › Practising continuous agile delivery across 3 teams and 7 repositories
- › Built long multi-stage health and safety responsive web forms, ensuring re-usability
- › Built tooling to handle localisation of form field differences across regions
- › Major contributor to components repo, enforcing small accessible compound patterns
- › Rebuilt login page from scratch as a NextJs static site, maintaining legacy feature set
- › Other feature work: Cross-repo navbar, Risk rating, Elearning microsite, GA and Track Js,
- › Form print previews, Method statements, Accidents, Near Misses, Employees refactor

2020 - 2021 **Web Developer** CANDDi

- › CANDDi provides software for identifying website visitors
- › Maintenance and features on CANDDi websites static site
- › Pioneered automated testing of Javascript front end and API codebase
- › Optimized email filter with features such as domain ending filters

››› Education

2018 - 2019 **Master's Degree, Computer Science** University of Nottingham

- › Final project on virtual reality visualization of **Phylogenetic Trees**
- › Final project grade 74% JavaScript HTML C# A-Frame
- › Pass with merit 67%
- › Modules including: Advanced Algorithms and Data Structures, Design Ethnography,
- › Mixed Reality Technology, Linear and Discrete optimization, Games

2015 - 2018 **Bachelor's Degree, Computer Science** University of Hull

- › Final year project on board game simulation and optimization
- › Upper second class honours
- › Multi time winner of University game-jam **Three Thing Game**