

# Josh Lee

Full-stack developer

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 <https://joshbe.me>

 Glasgow, UK

## About

Experienced developer, tinkerer & problem solver — I've been writing software since I was 12.

With a background in both **web** and interactive experience development, I meet the intersection: fantastic UI/UX.

An eye for detail, and a design mindset!

## Skills

HTML5	Docker
CSS3	C#
JavaScript	Node.js
TypeScript	Wordpress
Next.js	JIRA
React	Figma
Vue	PHP

## Links

Portfolio [joshbe.me](https://joshbe.me)

 [github.com/tofifici](https://github.com/tofifici)

 [linkedin.com/in/joshualeedev](https://linkedin.com/in/joshualeedev)

 [crunchywebdesign.co.uk](https://crunchywebdesign.co.uk)

## EXPERIENCE

### Independent Contractor

DEC '22 - PRESENT

I have worked on 10+ projects ranging from marketing sites to full-blown SaaS projects.

Each project has been delivered on-time, with a high standard of quality and maintainable code.

On projects with an established team, I integrated quickly with existing process and took initiative to hit the ground running as soon as possible.

For when I was the solo developer, I fostered a strong relationship with the client and wore every hat to understand their needs and solve them.

### Sony Interactive Entertainment

SEP '22 - JUL '23

#### Software Developer

Part of a project under NDA, involving VR technology with data processing & visualization, and cross-platform testing

As it was a small team, I often made design decisions and took ownership of the features I worked on.

### Novicell UK

JULY '21 - SEP '22

#### Frontend Developer

This was an agency role involving a modern tech stack (Vue, Nuxt, TypeScript, PostCSS, Headless Umbraco & C#).

I bought designs to life for a variety of clients across a diverse range of challenges — from static marketing sites to a scalable real-time video communication platform to compete with Zoom.

Often, I was involved with planning, scoping and feedback responses and interacted with technical and non-technical stakeholders alike.

### Outplay Entertainment

JULY '20 - NOV '21

#### Software Developer

Part of a small engineering to help launch Outplay's most technically challenging product yet to 1000s of users around the world.

I played a role as a generalist programmer with a broad scope; from UI/UX & gameplay, to testing and liveops, plus work on tooling and documentation.

Communication between code, art, design and production was paramount and we sought excellent code quality, a stringent review process and we were proponents of **SOLID** principles and the **MVC pattern**.

I'm especially proud of designing, pitching and developing a new automated E2E testing framework as part of my work.

## ACHIEVEMENTS

#### Intro to Web Development workshop

I designed and hosted an Intro to Web Development workshop, to give potential career-switchers a taste of frontend web development, in collaboration with **IronHack**.

#### Into Games VWEX Mentor

**Into Games** hosted a Virtual Work Experience Week with students from Confetti College. I mentored a group of 6 students, helping them out with project guidance and feedback.

## EDUCATION

BSc Software Development for Games, Glasgow Caledonian University

HNC Games Dev, West College Scotland, Paisley

BTEC I.T Level 3, East Berkshire College, Langley