Daniel Allott · Front-End Developer · Glossop, Derbyshire · **daniel@llott.co.uk** · +44 7419 117 333

DANIEL ALLOTT | RESUME

❱ Status: Frontend Developer at BrightHR, M.Sc. in Computer Science

❱ Stack: JavaScript, TypeScript, HTML, React, Next.js, Tailwind

❱ Skills: JSX, Responsive Design, Web Accessibility, Automation Testing

❱ Activities: Boardgames, Miniatures, Hiking, Gamemaster, Prog Rock

❱❱❱ Summary

Confident and self-critical front-end developer with a passion for innovation and design. Experienced in taking initiative and solving complex problems independently. A dedicated professional committed to delivering exceptional user experiences through cutting-edge web development. Seeking opportunities to contribute my expertise and drive for excellence.

❱❱❱ Experience

2021 – now	**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 honors
- ❱ Multi time winner of University game-jam **Three Thing Game**