Piper Bates

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I am a talented and passionate software developer looking for a position where I can grow within the company and contribute to a mission that I value. I thrive in Agile environments where I can use my experience to deliver success to my team and build accessible projects. After a break to recover from a now resolved health condition, I am looking forward to finding a role where I can integrate quickly and build my career long term.

Experience

Volunteer Front End Lead

Touchline Tech - Nov 2022- Current

Technologies: React Native, TypeScript, Laravel

I was brought on after the previous development team left the project unfinished. My initial review of the application showed that the app was built without any kind of scalability or security in mind which left it unsuitable for production. Unfortunately, due to the quality of code, the application needed to be rewritten from scratch. This would need to be done to a strict deadline as the business owner had investors who were wondering where their money had gone.

I agreed to take on the role of front end lead developer of the app. As I was not experienced with technologies such as Laravel, I reached out to my network and brought on two backend developers. This has been a remarkably challenging situation as I have had to level up my skills not only in development but in leadership and project management as well. I manage my time carefully and hold regular catch up sessions with the rest of the team to ensure we are on track.

Because of my leadership, technical expertise, and project management, the project is set up for a launch in August, which has essentially saved the startup. The rocky beginning of the app's development has become just a stepping stone in the journey of a fantastic business.

Front End Engineer
Bond and Coyne - May 2023 - Sept 2023

Reason for leaving: Advised by doctor to take extended period of time off due to a now resolved health condition.
Technologies: React, React Native, Next JS, CraftCMS, Tailwind, JavaScript, ES6

- Independently took on the development of a career advice web application using ChatGPT aimed at creative students looking for information on their future aspirations.
- Translated Figma designs from the UX/UI team to develop an award winning, accessible platform that met our clients needs.
- Developed components and pages with self documenting code making sure to meet accessibility standards.
- Introduced improved structure to the development team's way of working including Agile tools which boosted overall productivity and workflow.
- Championed the inclusion of accessibility best practices on all projects.
- Investigated new technologies with the key to refactoring major aspects of the codebase and was involved in critical discussions about this refactoring.
- Led the way for the documentation to be a part of our story process and included within our definition of done.
- Had regular meetings with colleagues across the company to discuss any pain points with the platform that we could potentially improve.

Front End Engineer
SteelBuy - Sept 2022 - May 2023

Reason for leaving: My values no longer aligned with the company's mission.
Technologies: React, React Forms, Redux, HTML, CSS, SASS, AWS

- Heavily involved in the platform launch to ensure smooth running for customers and key users.
- Developed some of the first rounds of testing for the front end of the project and was instrumental in these tests becoming a part of the Definition of Done.
- Led the investigation and development of app responsiveness which had previously been overlooked.
- Supported the product team wherever possible by giving estimations and balancing priorities while also ensuring any tech debt was managed.
- Met with customers and external industry experts to fully understand the industry and get a better idea of what was needed across the platform.

Junior Software Engineer
Bamboo Auctions - May 2022 - Aug 2022

Reason for leaving: Headhunted at SteelBuy
Technologies: React, Next JS, Storybook, Redux, AWS, Node JS, GraphQL

- Was involved in the implementation of a brand new product using a Monorepo pattern and Storybook. I provided important insight into how we should work on this new platform. Learned Storybook and Redux Toolkit for this project and started to build components with this system.
- Worked with Styled Components to rewrite theme logic so each customer could integrate their own brand within the application.
- Implemented Agile methodologies, scrums, and a product roadmap within the company.
- Created a tech team manifesto, detailing our way of working to better communicate what the priorities of the tech team are to all departments.
- Triaging support cases, bugs, or other issues within our codebase that could then be raised and resolved using Jira.
- Took on high level design and investigation tasks.

Junior Software Engineer
ClickTravel - May 2021 - May 2022

Reason for leaving: Looking for a new challenge in a startup environment
Technologies: React, Redux, JavaScript, Graph QL, AWS, Python, Django

- Created an easy to replicate template for apps within our MFE pipeline with plans to create a script that would run it automatically when needed.
- Developed multiple React components to align with current Angular developments, ensuring the end result was identical for consistency.
- Implemented IaC templates to create new lambda functions, alarms etc.
- Contributed to the maintenance of the app during a key takeover.
- Learned GraphQL in order to create new features that would benefit customers.
- In order to navigate the parent company after the take over I learned Python and Django.

Education

School of Code
Developed skills in JavaScript, React, Node, AWS, PostgreSQL and more. The School of Code was an instrumental stepping stone for me to change careers and enter the world of tech.

Warwickshire College
First Diploma Art & Design, Illustration, graphic design, fine art, and 3D art.

Trinity Catholic School
AS levels: ICT and English Language
GSCE and GNVQ: English, Maths, Science, ICT, Health and Social Care

Interests

Learning unique new skills - I love to deep dive into new and interesting crafts, most recently embroidery. I find the challenge of being a complete beginner and then mastering a skill to be very rewarding.

Drawing and writing - I've self published a number of short stories and comics with the help of kickstarters, which involved managing each project entirely by myself.