JIM HARRIS

Senior front-end developer, Brighton UK

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I am a senior front-end developer. I've partnered with market-leading agencies since 2006, creating award-winning content for household names in finance, entertainment, telecommunications and the media. I've worked with clients of all sizes from lean start-ups to global corporations; on websites, games and apps, for mobile and desktop.

I'm driven by a passion for programming. I've coded since my early teens. I love the good parts of JavaScript. React is my preferred framework. My coding superpower is adaptability. A natural talent combined with 25 years industry experience means I hit the ground running. When you've done your 10,000 hours there's not much that phases you.

I co-founded Kerb, an award-winning agency who pioneered viral marketing. I used to make web games with Adobe Flash. In 2022 I released an iPhone app. I am also an author and a musician; finding inspiration across these multiple disciplines. I have an MA in Hypermedia Studies. Please visit my portfolio for full details: https://jimharris.io

Recent Work

2024 I partnered with Brighton and Hove Libraries on a public installation promoting their Everyone's Library campaign. It invited users to share what the library means to them via a React app talking to Google Firebase. **2020-2023** I developed a suite of editable game templates for Cambridge University Press with React and PixiJS. The games are played on their digital learning platform which has millions of users in over 100 countries worldwide.

Technical skills

Core	Production	Additional	Deep dives
JavaScript, React	Webpack	AngularJS	PHP
CSS3 and SASS	Git	jQuery	XCode, Swift
HTML5, JSX	JIRA	Bootstrap	C#, Unity
Responsive web	Wireframing	Foundation	Python
Games, apps	Adobe CS		

Non-technical

Workflow	Communication	Personal qualities
Self-managing	Excellent written English	Friendly and confident
Team or independent	Simplify technical issues	Curious and persistent
Agile, Scrum	Can talk to all roles	Fast learner
Visual literacy	Documentation	Will leave comfort zone

Selected work — *I've done my 10,000 hours*

Fjord · Iris Digital · Publicis · Nitro · Poke London · POSSIBLE · Story Worldwide · Grand Union
Amex (Webby nominee, 2007) · BBC Magazines · Paramount · EMI · Hertz · Ladbrokes · Shell · BP

Dubscribe
AngularJS
2020
Dusted off AngularJS skills and dug deep into an abandoned codebase to help business owner with bug fixes and improvements, bringing the site over the line to a successful launch. https://dubscribe.com

Focus Group
Site-builder
2019
Designed UX and built front-end to custom site-builder, driven by Laravel and Twill CMS. Vue.js was added to a base of pure JavaScript as the project scaled. https://focusgroup.co.uk

YouVsTrain
2018
A microsite to promote rail safety to young people. Built in React to allow easy integration of a quiz. https://www.youvstrain.co.uk

Filmstro
React
2017
Built customer-facing website for this music start-up, including a React app that demonstrated their instant soundtrack technology; users can manipulate streamed music stems to match video. https://filmstro.com

Defense Point
Bayer AG
2017
React and Redux app designed to run on Windows tablets, used by Bayer drug reps to help US cattle ranchers manage veterinary treatments for their livestock. https://youtu.be/KYeenVbu8rk

Do Us A Flavour
Walkers
2014
Lead developer managing a small team on AngularJS build for Walkers competition. Featured Facebook and Twitter integration. Was delivered across all major desktop, tablet and mobile platforms. The site supported more than a million entries. https://tinyurl.com/2mp4t9s6

Patchhero: an independently released iPhone app (2022) — https://patchhero.app

Patchhero is the missing screen for your Sequential OB6 synthesiser. It reached #55 in Apple's chart for paid music apps and was well received by users. The opportunity to take a deep dive into a proprietary environment like XCode, and a strongly-typed language such as Swift, was a rewarding contrast to the sprawling ecosystem of JavaScript.

Postgraduate degree and early career 1998 - 2006

MA Hypermedia Studies was a ground-breaking course combining theories of convergence with digital practice. I was awarded a merit. I've worked in new media since 1998, originally as an Adobe Flash developer making games for Innocent, Nickelodeon, Sony, and Disney. I contributed to Channel 4's Bow Street Runner which won a Children's Interactive BAFTA. I was a co-founder of Kerb, an award-winning agency that pioneered viral marketing.

Education

BSc Social Psychology, first class honours. London School of Economics and Political Science, University of London. Secondary school and sixth form college: 8 'O' levels including maths and English, 3 'A' levels including maths and English literature.