

ANONYMOUS CANDIDATE

Front-End Developer | Angular | TypeScript

United Kingdom | [PHONE REMOVED] | [EMAIL REMOVED] | [LINKEDIN REMOVED]

PROFESSIONAL PROFILE

Front-end developer with 4 years of commercial software development experience at Gaming Software Company, specialising in Angular and TypeScript. Experienced in building and maintaining production applications, delivering new functionality, integrating REST APIs, resolving defects and modernising existing user interfaces. Recently expanding into backend development through C#/.NET work and cross-stack defect investigation.

TECHNICAL SKILLS

Front End: Angular, TypeScript, JavaScript, HTML5, CSS3, SCSS

UI: PrimeNG, Angular Material, internal component libraries

APIs: REST API integration

Development: Git, code reviews, Jira, Agile development

Additional Experience: C#/.NET, Angular internationalisation/localisation

PROFESSIONAL EXPERIENCE

Gaming Software Company

Junior Software Engineer | United Kingdom | 2022 - Present

Worked across three engineering teams during a four-year tenure, progressing from touchscreen UI development to modern Angular application development and, more recently, cross-stack defect resolution.

Angular Application Development

- Worked across five production Angular applications used by casino staff, delivering user stories, feature enhancements and defect fixes.
- Developed functionality using Angular, TypeScript, HTML and SCSS across player search, customer profiles, registration, permissions and operational workflows.
- Built Junket Management functionality allowing staff to view players associated with a junket alongside financial information including player spend and losses.
- Enhanced player search with additional search criteria, filters, sorting and alternative gallery and compact views.
- Worked on a configurable self-restriction form driven by backend data, allowing individual casinos to define their own restriction measures rather than relying on a hard-coded front-end form.
- Implemented permission-controlled functionality to restrict actions and UI elements according to staff access rights.
- Integrated Angular applications with REST APIs and worked alongside backend engineers to deliver features and investigate data-related issues.
- Contributed to front-end modernisation, including PrimeNG integration, migration of existing UI functionality from Angular Material and Angular version upgrade work.
- Investigated and resolved production defects across multiple applications and participated in code reviews, sprint planning and technical discussions.

Cross-Stack Defect Resolution

- Currently investigate and resolve defects across existing applications, working across front-end and backend code where required.
- Continue to make changes to Angular applications while developing commercial experience with C#/.NET.
- Complete smaller backend tasks including adding properties to existing models and exposing additional data through APIs.
- Troubleshoot issues across UI, API and backend layers to identify the source of application defects.
- Use Git throughout day-to-day development, including creating branches, pulling changes, committing and pushing work, and resolving merge conflicts.

Touchscreen & Slot Machine UI Development

- Spent approximately 18 months developing themes and user interfaces for touchscreen devices used alongside physical slot-machine hardware.
- Created branded interfaces primarily using HTML and CSS within an established component-based system.
- Worked with existing AngularJS directives and components when assembling interfaces.
- Developed touch-optimised layouts for deployment in casino environments and adapted existing components and styling to create different themes.

EDUCATION

BSc Business Technology - 2:1

UK University | Graduation year withheld