

Jon Richards

SENIOR WEB DEVELOPER / TEAM LEAD

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Skills

Technical Leadership (2-3 years) - **Mentoring, Code Reviews, Agile Principles, Planning & Estimates, Solution Design**

Full Stack Development (8+ years) - **JavaScript (TypeScript), Frontend (React, Redux, Vue, CSS, HTML), Backend (Node, Express, Go, AWS, MongoDB, SQL, REST, GraphQL)**

CI/CD (6+ years) - **Jenkins, Git (Mono-Repos, Pipelines, Branching Strategies, Hooks), Quality Control (Jest, PACT, ESLint)**

DevOps & Infrastructure (1-2 years) - **AWS (Lambdas, Serverless, Containers, CDK), Server-side Rendering (Next, Isomorphic React), Tooling (Webpack, Vite), Micro-services (Module Federation, Event Driven Architecture), Docker**

Employment

GlobalLogic (Hitachi) - Digital Consultancy

2023-Present – Senior Consultant (Technical Lead)

Technical leadership within a team of 15-20 developers, building a data-visualisation project for Hitachi Energy/Rail. Working with the backend (Python/Java) team to design and architect a service that processed and normalised a wide variety of mixed data sources; and with the frontend (React) team to present the large quantities of geo-spatial data in a performant, highly configurable output.

As well as working on this project, I have been heavily involved in mentoring 5-10 frontend developers, training them to work in a professional environment and encouraging best development & delivery practices.

Skillset:

- Technical leadership – **Agile delivery, AWS Solution design, Mentoring**
- CI/CD and 'clean architecture' for the frontend – **Bitbucket pipelines, AWS Amplify, React, Redux Toolkit**

Sharp Gaming (Betfred) - Enterprise Betting & Gaming Platform

I was at Sharp Gaming for over five years, working on a large-scale project to migrate the Betfred Website. Major roles for me have included leading the full stack development of a fully in-house CMS (MERN Stack), lead frontend on the games team (3rd party integrations with major providers such as Playtech, NetEnt, IGT), as well as mentoring several junior & mid developers across other teams. I was a member of the company's Centre of Excellence team, working closely with architects on how to make the most of AWS Managed services.

2021-2023 - Lead Developer (Full Stack TypeScript)

Leading frontend development across several teams. Defining and implementing best practices for an enterprise level codebase (scalability, testing, performance, CI/CD). Research, design, and documentation in use of future technologies (AWS services, micro-frontends, progressive enhancement). Mentoring/supporting members across multiple projects.

Skillset:

- AWS Solution Design – **Node.js, TypeScript, CDK, ApiGateway, Lambda, S3**
- CI/CD Implementation for Micro-Frontends - **Jenkins, Pact testing, Docker, Webpack Module Federation**

2019-2021 - Senior Developer (Full Stack TypeScript)

Working as a senior member of the games team to produce a service stack suitable for multiple product requirements (Slots, Live Casino, Jackpots, Bingo). Full stack development to support complex gambling integrations with bespoke content management, 3rd party APIs, UKGC compliance, Responsible Gambling, KYC.

Skillset

- Custom CMS focused on games content – **MongoDB, Express, React, Node** (MERN stack).
- Frontend games integrations – **React, Redux, REST, UKGC Compliance**

2017-2019 - Web Developer (React)

Part of the greenfield team setting up the foundations for a new cross-product platform (Gaming, Sportsbook, Account Management, Payments). Supporting senior team members in implementing future-proof React architecture.

Skillset

- **Server-Side React** app (custom **Express** based SSR app).
- **WebSocket** for real-time event odds, and **Node/SQL** data driven sportsbook

Minerva Creative - Design Agency

2016-2017 - Senior Web Developer (Full Stack WordPress)

- **WordPress** small websites, **jquery + vanilla JS** interactivity

Red Hot Chilli Northwest - Commercial Appliance Retailer

2012-2016 - Web Marketing Lead / Full Stack Web Designer (PHP)

- **PHP** based shopping site, **SQL** database, **vanilla JS** interactivity

Education

University of Bolton

2012 - 3D Games Art

Bachelor of Arts (Hons) First Class

Bay House Secondary School & Sixth Form, Gosport

2009 - A Levels

Maths A Graphic Design C Physics B

2007 - GCSE's

12 A*-C grades, including:

Maths A* Graphic Design A Physics A ICT A