LAURIE HILLIER

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Web Developer focused on building intuitive, high-performance user interfaces and interactive experiences. Skilled in modern JavaScript frameworks, component-driven design, and API integration, with an emphasis on accessibility and maintainability. Enjoys solving complex UI challenges and collaborating with teams to create seamless, user-friendly applications.

EXPERIENCE

Junior Software Developer   July 2024 - present
Sunderland Software City

- Designed and developed a fitness tracking application, integrating progress analytics, interactive workout dashboards and 3D models for an engaging experience
- Full stack responsibilities, designed the API architecture, built UI components, and integrated with the backend for dynamic content rendering
- Point of contact for the client, managing design, research and content while ensuring alignment with project goals, external stakeholders and timelines.
- *SvelteKit, TypeScript, PenPot, Laravel, PHP, MySQL, GitLab, Linear, Agile, Threlte/Three.js*

- Built a learning platform for a start-up, enabling users to track progress across multiple courses while ensuring an accessible user experience.
- Led UI/UX development; designed wireframes, iterating UI through feedback, built a custom video player and implemented progress tracking
- Served as primary point of contact for the client, gathering requirements, showcasing demos and integrating feedback while remaining on schedule
- *SvelteKit, TypeScript, Prisma, PostgreSQL, SCSS*

- Developed a rental platform for estate agents and their customers including a dynamic reviews and rating systems, user and agent dashboards and search functionality
- Took over a prototype and implemented a full UI/UX redesign, integrating a component library and custom-built components
- Added functionality and integrated fully with a redesigned backend to enhance performance and usability
- *Laravel, PHP, Tailwind CSS, Breeze, Vue*

Student Software Developer   November 2023 - March 2024
Northcoders

- Collaborating with a team of 5 developers on a real-time cinema ticket auction app for Android and iOS
- Applied Test-Driven Development (TDD) principles to ensure robust and maintainable code
- *React Native, JavaScript, Express, Socket.IO, Expo Go, Trello, Jest, Supertest*

- Built a responsive social media platform, incorporating features like filtering, pagination, and comment threads
- *React, JavaScript, Express, Vite*

Software Student   August 2023 - September 2023
Code Nation
- Led a team project to build a Python-based text adventure game featuring multiple paths, a battle system, and dynamic storytelling
- Designed a responsive website to meet client specifications using HTML and CSS

Head of Food Development & Training   February 2022 - July 2024
Yard & Coop
- Led project to improve profit margins across the menu by up to 30%, establishing new suppliers and product lines, redeveloping recipes and training staff
- Implemented a stock system, reducing waste and improving cost tracking
- Managed menu rollouts, sourcing suppliers and training staff

Head Chef   June 2017 - January 2022
Yard & Coop
- Developed a new Deliveroo dark kitchen concept, including menu creation, kitchen setup, and staff training
- Managed a team of 15+ in a high-pressure environment, increasing weekly sales through process optimisation
- Led recruitment, training, and performance reviews, fostering a productive and motivated team

EDUCATION

BA (2:1 Hons) English Literature & Creative Writing   September 2012 - June 2015
Manchester Metropolitan University