

Kevin Flynn

Full Stack Developer (React / Vue / Nuxt / Node)

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<https://www.kubedev.co.uk> | <https://github.com/k-flynn-webdev>

Self taught highly effective **Full-Stack Developer** with a foundation in modern front-end frameworks (Nuxt / Vue, React, Typescript) and back-end services (Node / Express, Python / Django).

6+ years of dedicated responsive web development experience, following a successful 10-year career in Technical Animation in the UK games industry.

Proven ability to undertake projects that have significant impact on a business e.g., large code splitting, integrating observational tools, improved testing and integrating AWS services.

Strong communication skills and a practical approach with effective project delivery.

Skills, Technology & Languages:

- **Languages & Frameworks:** Typescript, Nuxt, Vue, React, Node, Express, Python, Django, Javascript, HTML, CSS, SASS, SQL, PHP.
- **Testing & Tooling:** Jest, Cypress, Vitest, Gherkin, TDD, Docker, Git, Nginx, Caddy.
- **Cloud & Architecture:** AWS, VPS, REST APIs, Responsive design.
- **Methodologies:** Agile, Scrum, Waterfall.

Experience:

Bionic (London, UK) Apr 2023 - Oct 2025

No nonsense Business Energy / Telephone / Insurance price comparison service.

- Full-Stack Developer | Nuxt, Vue, Typescript, Express, AWS
- Contributed to a major re-platforming effort, converting a legacy Ruby project into a modern Vue 3 & Express stack deployed to AWS with CI / CD.
- Helped Integrate and utilize core AWS services (e.g., Secrets Manager, Parameter Store, Canary deployments) to ensure application scalability, security and stability.
- Successfully executed a large scale code-split and other architectural changes, resulting in a noticeable performance improvement for the key landing page.
- Maintained and contributed to internal component libraries and critical projects used by multiple development teams across the business.
- Built pixel-perfect, Figma-designed components, ensuring cross-browser compatibility using / updating the internal component library when needed.

Collective Food (London, UK) Oct 2021 - Jan 2023

Wholesale food supplier, sustainable, customer-centric B2B food supplier 'farm to fork' service.

- Front-End Developer | Vue, Typescript, Express, Python
- Improved customer self-service capabilities by implementing a better single and recurring delivery slot booking component, eliminating errors and manual overhead.

- Significantly enhanced code quality and stability by increasing unit and E2E test coverage from 75% to over 90%, improving build and deployments.
- Helped transition the UI framework from ANT v1.0 to v3.2 (an upgrade from Vue 2.0 to Vue 3.0 Composition API (a major code & testing upgrade done in controlled stages)).
- Implemented French translations to the Website and B2C websites, adding support for future multi-locale expansion.

Address Intelligence (London, UK) *Oct 2019 - Oct 2021*

An end to end property digital sales mailshots service, working with real estate agents.

- Front-End Developer | Vue, SASS, PHP
- Involved with the mailshot design campaign service for many clients, which required maintaining pixel-perfect prints under tight deadlines, often with very unique constraints involving print CSS and SASS.
- Received a 'Dev of the quarter' award for successful delivery on many Mailshot design campaigns with tight deadlines.
- Maintained 1 for 1 functionality across services during a product upgrade from Angular / Vue to Vue 2.x.
- Created new components in the internal UI Kit, requiring thorough documentation, JSDocs and rigorous backwards compatibility testing.

Early Career:

Animator, Technical Animator & Tooling Specialist in UK Games Studios *Apr 2008 - Jan 2019*

Worked with many studios all over the UK to bring characters to life on consoles and mobile and web & TV.

- Animator, Technical Animator | Python, Unity, C#, Maya, Max 3d, Blender
- Spent 10 years in the Video Games industry, developing a strong foundation in tooling and automation.
- Created custom Art / Animation pipeline processes and tooling using Python, C# (Unity), Bash (script) and Maya to improve team efficiency and results.
- Demonstrated strong cross-functional communication by leading idea implementation across programming, art, and design departments, including managing a small animation team to meet deadlines and scope.

Education & Projects:

The University of Bolton (Bolton, UK) 2002 - 2006

- BA Graphic Design & Illustration
- **Pomodoro** | Vue, SASS | <https://pomodoro.kubedev.co.uk/>
Experimental visually pleasing pomodoro timer for mobile and desktop to master SASS.
- **Minitrack** | Nuxt, Docker, SQLite3, SASS | <https://track.kubedev.co.uk/>
My daily journaling app that I've used continuously for years to also learn app/server setup.
- **BusyBz** | Nuxt, Docker, SQLite3, SASS | <https://www.busy.bz/>
Solving a problem of date picking for friends and groups.