ALAN M. FREEMAN

Front-End Web Developer

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A self-taught, self-driven web-developer. Currently specializing in React systems, including TypeScript, and SASS. I am also experienced with vanilla JavaScript and CSS and have some experience with PHP, MySQL, and C# with .NET. I push myself to learn new things and test my boundaries with every site I make. This is reflected in my projects, which include a blogging site, an online hardware store, a signup form, and a path-finding algorithm visualizer. I am also a university graduate with a BA and MA in game design.

Skills

Languages

- JavaScript (ES2015+), TypeScript, HTML5, CSS3 (most experienced)
- PHP, MySQL, C# (some experience)

Libraries / Frameworks

- React, NodeJS, Express

Tools

- Git, GitHub

Selected Projects

Harry's Hardware

Online store made with the MERN stack plus React-Redux, TypeScript, and SASS. Supports listing products based on department, brand, or a search query. Can sort and filter products based on a dynamically generated filter set to reflect products listed. Uses local storage to save cart items and uses spritesheets for thumbnail images.

RainBlog Site

Bloging site made with the MERN stack plus React Query, TypeScript, and SASS. Uses express-fileupload, image-size, and sharp to store images as blobs and create thumbnails images. Supports infinite scrolling, an animated image carousel, and viewing posts as seperate pages. Uses can also create and validate their own posts.

Pathfinding Visualizer

Made with TypeScript. Implements Dijkstra, AStar, BFS, DFS, Greedy Best First, and Bidirectional algorithms. Lets users drag and draw obstacles and weights as well as choose whether to test for only cardinal neighbours or all eight neighbours.

Cyber Form

Styled signup form, validated on the frontend. Implements regular expressions, a character limited textbox, animated lables, and key inputs. Designed with user-friendliness in mind.

Education

2008-2011 University of East London
BA Computer Games Design (Story Development) - 1st Class Honours

2011-2012 Brunel University
MA Digital Games: Story and Design - Master’s Degree