

Jonathan Bartram, DipHE

📍 Bedford, UK | ✉ jonny.ou2@gmail.com | 📞 07456 592474 | 🌐 <https://www.jonathanbartram.dev>

Personal Summary

Front-end developer with 5+ years' experience building responsive, user-focused applications using React, Redux, and modern JavaScript. Skilled in delivering cross-platform solutions with a strong focus on performance and usability. Collaborative team player with a passion for continuous learning, problem-solving, and creating intuitive digital experiences.

Technical Skills

Languages: JavaScript (ES6+), TypeScript, HTML, CSS/SCSS, Python, C#, Java, PHP, SQL, Swift

Frameworks & Libraries: React, Redux, Redux Saga, React Native, Styled Components, Django, Unity

Tools & Platforms: Git, SVN, Azure

Design & Creative: Adobe Creative Suite, Autodesk 3ds Max

Work Experience

Front-End Developer — *Gamma Science*

Sep 2022 – Present

- Develop and maintain web applications using React, Redux, JavaScript, HTML, and CSS.
- Define and integrate API endpoints and serializers in Python/Django for client-side applications.
- Collaborate with managers and clients to deliver scalable front-end solutions.

Student / Part-Time Assistant — *JLP*

May 2017 – 2022

- Supported nightshift operations, training and supervising team members.
- Maintained accurate stock and pricing records across departments.
- Continued studies towards BSc (Hons) Computing and IT with focus on computer science and application development.

Freelance Software Engineer

2016 – Present

- Designed, developed, and maintained multiple Facebook Canvas applications and Unity-based mobile apps.
- Created and published two Steam VR games (*HVRGUN*, *RUMA*).

Client-Side Application Developer — *Wedge Buster / Buster Games*

Aug 2012 – Apr 2016

- Developed and maintained client-side APIs for Facebook sports and casino games.
- Ported casino applications to iOS, Android, and Amazon Kindle.
- Built and maintained social solitaire game for web and mobile.

Freelance Software Engineer

Nov 2010 – Jul 2012

- Designed and developed casual game titles for Miniclip, Armor Games, Addicting Games/Nickelodeon.

IT Technician — *Goldington Green Academy*

Nov 2008 – Nov 2010

- Maintained school network infrastructure, data integrity, and hardware/software.
- Delivered IT training and technical support for staff and students.

Education

BSc (Hons) Computing and IT (Computer Science) — Open University (*Ongoing*)

DipHE (Software) — Open University, 2020

CertHE Computing and IT — Open University, 2019

Selected modules: Object-Oriented Java, Algorithms & Data Structures, Databases, Web Applications Development, Client-Side Application Development, Server-Side Application Development.

References

Available on request.