Connor Home
Software Engineer

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www.connorhome.dev

Profile

I'm a professional software engineer based in Manchester, England. I have over 12 years of experience in digital, building functional, accessible and user-centred products for agencies, startups and established businesses.

Core Skills

- Working within multi-disciplined engineering teams to solve complex business problems.

- Obtaining and analysing data to identify problems, define solutions and deliver measurable results.

- Communicating with non-technical stakeholders in a clear and concise way in order to facilitate collaboration and reduce departmental silos.

- Mentoring junior colleagues and new hires alongside supporting senior colleagues with code reviews.

- Championing technology and design, and aiding non-technical departments in the adoption of technology and design to streamline their processes.

Recent Tech Stacks

HTML/CSS	Javascript/Typescript
React/React Native	Cypress/Jest/Testing Library
Zustand/Redux/React Query	Tamagui/CSS-in-JS/Tailwind
Storybook	GraphQL/Apollo Client
Node/Express/Sequelize	Figma
Next.js/Gatsby	Ember.js

Employment

December 2023 - Now
Senior Software Engineer at Chatloop, Manchester

- Led the development of a cross-platform React Native design system built with Typescript, Tamagui & Storybook and delivered as an npm package.

- Rolled out the design system across one native and two web products, the result of which greatly improved the consistency of the user experience across products as well as drastically reducing the time to deliver new features.

- Prototyped the initial "Chatloop JS SDK" architecture, an iframe-based web product that allows users to add a code snippet to their website and embed a variety of user-generated content widgets to increase their conversion rate.

- Identified areas for improvement within internal processes, particularly time spent deliberating design decisions during full-team technical refinement which was significantly reduced with the induction of a pre-refinement between a single designer and front end developer.

November 2020 - November 2023
Senior Software Engineer at Capsule/Transpond, Manchester

- Developed multiple flagship features in Ember.js such as workflow automation, email templating/sending and the Transpond marketing integration.

- Mentored new junior and mid-level developers for approximately 6 months to bring them up to speed, instil high standards and provide support.

- Took ownership of the legacy native app, upgrading major versions of core libraries to ensure the app could continue to be rolled out to the app stores as well as developing new features such as caller ID.

- Following Capsule's acquisition of email service MPZMail, I was selected to remotely work with the MPZMail team to roll-out a complete rebrand (to Transpond), build new features in React such as gated content and live chat and more closely align the Transpond developers to Capsule's way of working.

- Rolled out a brand new end-to-end and integration testing framework built in Cypress which greatly reduced the number of regressions that were shipped to Transpond.

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Employment

June 2016 - October 2020
Senior Front End Developer at The Coaching Manual, Manchester

- Worked with the in-house football coaches to design and develop new features in React including a session planning tool built using the Canvas API which upon release resulted in a 3x increase in paid signups.

- Architected and built the front end of TopTekkers, a new product which gamified the coaching of football fundamentals for children. The app was built in Next.js, interfaced with a GraphQL API and ran on both web and native via Cordova.

- Integrated product design frameworks such as Design Thinking to empathise with a passionate, non-technical user base and devise innovate and thoughtful solutions to their problems.

August 2014 - May 2016
Freelance, Manchester

- Built self-contained projects as a sole developer, managing deadlines and getting stuck in with disciplines typically outside of a front end developers remit to deliver the project on time and within budget.

- Brought in as additional resource as part of a wider team to help speed up development, often requiring swift onboarding and identifying low-hanging fruit to ensure maximum return on investment.

- Improved on a variety of soft skills such as time management, finances, working remotely, working across timezones, working with non-English speakers, managing expectations and liaising with non-technical stakeholders.

June 2013 - July 2014
Junior Front End Developer at Numiko, Leeds

- Built a brand new front end for the Equality & Human Rights Commission which was regularly audited by Nomensa, a specialist accessibility company to ensure that it conformed to the Web Content Accessibility Guidelines AA criteria.

- Worked on various websites for high-profile clients such as Channel 4, Mozilla, WaterAid, The National Lottery & Nesta.

Jan 2012 - May 2013
Intern at Creode, Leeds

- Worked 2 days a week alongside my university degree.

Education

September 2010 - May 2013
1:1 in New Media at the University of Leeds
The course introduced me to a variety of disciplines such as animation, motion graphics, graphic design and web development in the first year, and then allowed me to specialise in design and development in my second and third years. As such I have a wide skill set and knowledge in multiple creative disciplines. My final year project was a music discovery platform which allowed users to curate time-restricted playlists based on a journey, and made use of the Google Maps and Spotify Javascript APIs.

Interests

I've always been in to football, but after suffering a knee injury a few years back I decided to pick up golf and have been hooked (pun intended) ever since.

I'm an avid music listener with a fairly eclectic taste, and spend a good amount of time listening to new music and discovering new artists. I also play guitar and have played in a few terrible amateur bands.

I'm a keen photographer and enjoy travelling and exploring new places with my camera in tow.