

ISAAC LEWIS

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Work Experience

Web Developer, Rokk3r Labs (Contract) — May 2016 - Present

Worked on a range of web and mobile projects, mostly MVPs (demo products) for new startups. *Technologies used: ReactJS, PHP, Laravel, Magento*

Frontend Web Developer, Big Clever Learning (Contract) — December 2015 - April 2016

Built a ReactJS admin system and analytics dashboard for an e-learning company. *Technologies used: ReactJS, AltJS*

Travelling — May 2015 - November 2015

Project Manager, laendi (Consultant) — Sept 2014 - April 2015

Worked with a team of 5 setting up a new app marketing agency based in Chengdu, China. Worked on a range of projects, most involving Facebook ad campaigns for game publishers. Also project managed two Android apps built by outsourced developers across three countries. *Technologies used: Ruby, Python, Django, Android*

Web Developer, Board Intelligence — July 2013 - July 2014

Was the first full-time developer hire for a boutique management consultancy moving into the software business. I developed the web backend for their main software product, a SaaS app for creating and sharing corporate board reports. *Technologies used: Ruby, Rails, AngularJS, Solr*

The app was used by the boards of several FTSE 500 corporations and private equity firms, and was widely praised by clients as having a superior design and UI to competing solutions.

Incubatee, Entrepreneur First & Freelance Web Developer — Aug 2012 - July 2013

Worked as an independent freelance developer on a range of projects for small businesses and local government agencies, including a GIS-based mapping system to track transport issues for a local council.

During this time, I also co-founded a web platform, endorse.io, connecting high-quality freelance developers with clients, and took it through the Entrepreneur First accelerator. (We eventually wound down endorse.io due to market competition).

Developer Intern, GoCardless — Winter 2011

Interned for a YC-backed online payments startup. Worked on a range of features for their core platform, including setting up programmatic A/B testing.

Developer Intern, Tribeplay — Summer 2011

Interned for a social/mobile gaming company based in China. Built the backend for a Facebook game and developed a demo for a novel HTML5 game.

Education

University of Warwick, Computer Science MEng, 1st Class, 2008 - 2012

Achieved first-class honours in over 80% of courses taken, and was granted the IBM Student of the Year award in my 3rd year, as the top student in the CS department.

Hong Kong UST, Exchange Student, 2010 - 2011

Built a poker-playing artificial intelligence for my third year project.