Joshua Montgomery

Web Developer

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Skills

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Experience

Joshua Montgomery

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Middleton, M24 4GF

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Programming languages / technologies:

JavaScript - PHP - SQL - Python - HTML - CSS - Bash - Terraform - Git

AWS - Docker

Frameworks:

Laravel - Handlebars - VueJs - AngularJs

Software:

HeidiDB - Jetbrains - VScode - Microsoft office

Mirrorweb / Customer Service Engineer

MAY 2022 - Present, Manchester City Centre

Working in another small team. I was tasked with automating existing processes through python scripting in order to improve timescales and remove human error.

Another of my responsibilities at MIrrorweb was to write patch fixes for archived websites, ensuring the replay was a true representation of the live site at time of capture.

As another improvement to existing processes I would write "crawl scripts" to capture content from the live web that would otherwise be missing from the archive.

ShopBlocks / Software Developer

JUN 2021 - MAY 2022, Stockport

Working with a small team as a software developer, I worked primarily in PHP and Laravel. The main body of my role was to build new features and tools to enable our internal teams to develop complex ecommerce sites.

Additionally, I worked extensively on API integrations, ensuring seamless connectivity and functionality between external partners and our own systems.

This was a cohesive team environment, where I was able to absorb information and grow my skill set with the help of the more experienced developers in the team, as well as pass my own knowledge to team members whenever able.

Connex One / 2nd Line Technical Support Specialist

APRIL 2018 - MAY 2021, Manchester City Centre

In my role at Connex One my time was focussed around independent investigation and resolution of a wide variety of technical problems.

Technical issues that I faced on a regular basis in this role included Database integrity problems that required manual intervention, local infrastructure issues requiring in depth investigation of the users network. And Software bugs that often required hotfixes.

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Education

University of Central Lancashire / BA, Games design

2013 - 2016, Manchester

During my degree course, I focused on gaining the artistic, technical, and professional knowledge and skills essential for the games development industry. The curriculum covered a broad range of modules, including Mechanic Design, Character Design, Level Design, Game Balance, 3D Modelling, Concept Art, and Development.