

James Ives

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Summary

As a software engineer with a passion for front-end development, design, and automation, I bring expertise in multiple industries, including mainstream media, finance, and gaming. Originally from London, I currently reside in the United States.

Experience



Technical Lead, Principal Software Engineer

Blizzard Entertainment

- Currently managing a team of engineers as a Lead Software Engineer on the Shared Tech team at Blizzard Entertainment, responsible for designing, implementing, and maintaining mission-critical services and applications, including the company's design system.
- Played a pivotal role in the development and maintenance of the company's design system ensuring consistent and efficient front-end implementation across all Blizzard web products. Collaborated with cross-functional teams to establish comprehensive guidelines, components and patterns, enhancing productivity and user experience.
- Successfully contributed to multiple projects, including rebranding efforts, app, and in-game integrations, and title launches, while ensuring timely delivery and adherence to project scope and requirements.



Senior Software Engineer, Principal Associate

Capital One

Aug 2018 - Jul 2020 (2 years)

- Developed investment software for individuals approaching retirement age at a financial technology startup dedicated to building innovative financial products. (United Income)
- Utilized React, TypeScript, Node, Python, and SQL to build multiple open-source libraries and launch new features, including an in-house built design system.
- Demonstrated proficiency in CSS to create visually appealing and responsive user interfaces.
- Contributed expertise to the company after its full acquisition by a major financial institution, playing a key role in ensuring a smooth transition.



Principal Software Engineer

The Washington Post

Sep 2017 - Aug 2018 (1 year)

- Worked primarily on The Washington Post's software as a service product, Arc, utilizing JavaScript and React to develop news products for globally recognized publications

- Led large-scale software development teams across each stage of the product lifecycle, ensuring timely delivery and high-quality results.
- Collaborated with high-profile clients such as MLB, Le Parisien, LA Times, New York Daily News, and The Boston Globe on React and JavaScript-based software development projects.



Software Engineer

Self Employed

Aug 2013 - Jan 2018 (4 years 6 months)

- Completed multiple contracts for companies such as Valve Software, Team Secret, Digitally Imported, and WeLoveFine, with a focus on engineering projects, technical writing, and site builds.
- Collaborated with Valve Software on a number of technical writing pieces for their Steam Powered platform and also worked on varied projects such as launch content for their paid Steam Workshop product and a website for the Dota 2 International event.
- Developed and maintained websites for companies such as Team Secret and Red Moon Workshop, ensuring smooth operation and optimal user experience.



Lead Software Engineer

Anchorage Daily News

Aug 2015 - Sep 2017 (2 years 2 months)

- Led a team of developers at Anchorage Daily News (formerly Alaska Dispatch News), overseeing the creation of web services for Alaska's largest news source
- Spearheaded a complete website overhaul project, utilizing The Washington Post's Arc product with Angular, JSP and CSS/HTML.

Licenses & Certifications



Front-End Web Developer Nanodegree - Udacity



Full Stack Web Developer Nanodegree - Udacity

Skills

Design Systems • TypeScript • React • Angular • JavaScript • Web Components • Figma (Software) • CSS • Management • Team Leadership