



LEON TALBERT

Full Stack Web Developer

leon.talbert@gmail.com - [Portfolio](#) - [LinkedIn](#) - [Github](#)



Personal statement

I enjoy making the world a better place through quality software. Always on the lookout for ways to produce web applications quickly and efficiently without sacrificing quality, a skill which my experience with various startups, including my own, has helped me to hone. I think the web has a positive influence on the world and I'm honoured to play my small part in driving it forward. Currently I'm enjoying contracting for a variety of clients, big and small.



Skills

Web Application Development • Mentoring • Client Facing • UI/UX • Creativity • Architecture • Infrastructure • React • Redux • Node • Apollo • TypeScript • Clojure



Awards

Covid Global Hackathon • Winner • Mar 2020

My project was one of 89 projects chosen from 1500 entries, with judges from companies such as Amazon and Facebook. I created an app called `GameTogether`, which allows people to play most existing HTML5 games together in a hangouts style video call.



Experience

Gun.io • Professional freelancer • Mar 2020 - Present

Certified freelance engineer on the Gun.io platform. Gun.io helps world-class engineering teams hire the world's most sought-after freelance engineers at a moment's notice.

Thought & Function • Senior Software Developer • Jun 2017 - Mar 2020

My role here has been highly client facing, often spending more time at clients' offices than anywhere else. As one of the first contractors to work with this agency I played an important role in securing and building good relations with early clients.

The majority of my time was spent with DoctorLink, a health tech startup. Here I was the majority contributor to the front-end code, which includes multiple web applications, a full design system and a utility library.

Nang Development • Freelancer • Mar 2014 - Present

Aside from my agency work I also work with my own clients directly. Please see my portfolio site for details. These projects tend to be solo or with very small teams and have included an automated website generator, a food ordering platform and a portfolio site for an architecture firm.

U1st Games • Co-Founder • Jun 2013 - Jun 2017

Created a suite of Facebook apps and a community surrounding them focused on helping users play Facebook games more efficiently. Achieved 150,000 daily active users. I was responsible for everything on the technology side including coding, devops, architecture and hiring contractors from time to time.

Samsung Electronics • Assistant Engineer (Intern) • May 2012 - July 2012

Introduced automated UI and integration testing to the team.



Education

BEng Electronic and Electrical Engineering with Nanotechnology
University College London (UCL) 2:1 • 2013