Dylan Bateman

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About Me

Current software engineer with a strong foundation in TypeScript, React, and React Native. With 2 years of experience developing and scaling applications at University of Staffordshire, I've delivered features used by thousands of students and staff. Passionate about designing impactful and user-centric web and mobile applications, I aim to contribute to innovative projects that positively benefit users while driving creativity and value.

Technical Skills

Languages: Javascript, Typescript, C#, HTML/CSS, SQL
Frontend: React, React Native, Next.js, Redux, Tailwind CSS, SwiftUI (learning)
Backend: RESTful APIs (Nest.js, Express), Node
Databases: MongoDB, OracleDB
Tools & Technologies: Azure, Azure DevOps (CI/CD Pipelines), Docker, Kubernetes, Git (Gitkraken)

Experience

Software Developer   Oct 2022 – Present
University of Staffordshire | Stoke-On-Trent

- Led the rewrite of a core university system, modernising a legacy Java application with EJS, Express, TypeScript, and Node.js to deliver a scalable, user-centric full-stack solution that improved system stability, UI/UX, and performance resulting in enhanced workflows for university staff and lecturers
- Enhanced the university's flagship web and mobile app, Beacon, using React, React Native, and TypeScript, to create intuitive and responsive frontend experiences, improving functionality, and user satisfaction for thousands students and staff aligning with business requirements.
- Designed and built RESTful APIs using Nest.js, enhancing backend microservices' scalability and flexibility across university applications.
- Introduced Quality of Life (QoL) improvements to internal admin tools, streamlining development processes and automating tasks. These enhancements reduced manual effort, enabling quicker feature implementation and boosting overall internal efficiency.
- Acquired and applied foundational knowledge in Docker and Kubernetes, leveraging existing CI/CD pipelines to optimise development workflows while minimising issues during releases.
- Collaborated closely with senior developers and cross-functional teams, maintaining code quality through peer reviews and contributed to the timely and successful delivery of technical solutions.

Software Engineer (Voluntary)   Mar 2024 – Present
Which Game Next | Remote

- Collaborated with the founding team to implement features and enhance the admin side of the platform, improving internal workflows and data management processes.
- Enhanced the admin panel's user experience with features like image management (upload, remove, reorder) using Next.js and Tailwind CSS making the content management interface more intuitive and user-friendly.
- Learned and applied Next.js, Tailwind CSS, and RESTful API integration skills to enhance the functionality of the admin panel, gaining hands-on experience with modern frameworks and backend optimisations.
- Participated in testing and debugging to ensure high-quality code and platform reliability.

Barista / Team Leader   Sept 2019 – June 2022
University of Staffordshire Students' Union | Stoke-On-Trent

- Continuously strived to provide exceptional customer service to provide a best in class experience in a dynamic and challenging retail setting.
- Supervised and trained new team members, whilst ensuring to foster a supportive team environment.
- Handled diverse tasks including food and beverage preparation, stock management, and shop operations while ensuring clear, simple communication with customers to address queries and feedback promptly.
- Developed proficiency in latte art providing excellent design to production ready coffee.

Education

BSc (Hons) Computer Games Development   Sept 2019 – Jun 2022
University of Staffordshire

- Further developed my understanding of computer science fundamentals, including algorithms, data structures, operating systems, and software development principles.
- Gained hands-on experience with a variety of programming languages and development environments, including C++, C#, Unity, and UE4, which provided strong foundations in both game development and general software development practices.
- Applied core computer science theories and practices to real-world development, including object-oriented programming (OOP), SOLID principles, and design patterns, ensuring high-quality, maintainable code.
- Familiarised with computer architecture and systems, enhancing my understanding of hardware components and their role in software design and performance optimisation.
- Gained practical experience with software development methodologies such as Agile and version control, further improving my ability to work efficiently within team-oriented, collaborative environments.
- Independently led several projects from concept to internal release, honing my problem-solving skills and ability to deliver functional software solutions under deadlines.
- Collaborated in a team setting to simulate industry practices, focusing on time management, collaboration, and iterative development in a fast-paced environment.

3 A Levels, 12 GCSEs (Grade A*– C)

Hobbies & Interests

I've been an avid video game player since childhood, and my fascination with how games are made led me to discover programming and pursue a degree in Games Development. This passion has since grown into a career in software development where I continue to explore new technologies and expand my skills across different tech stack. I am committed to continuous learning, which enhances my problem-solving abilities and drives me to improve as a developer while exploring innovative solutions in programming and beyond.

Outside of my technical pursuits, I play American football for Shropshire Revolution, where in my first season I contributed to our promotion-winning campaign and competed in a national final. This experience has strengthened my ability to perform under pressure and collaborate effectively with and support teammates within fast-paced team environments while understanding the importance of being offline sometimes.

References

References are available upon request.