

RICKY PHILLIPS

Junior Front-End Web Developer

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SUMMARY

I'm a Junior Front-End Developer and part-time BSc Computing & IT student at The Open University, graduating in May 2025. I'm passionate about building responsive, mobile-first web applications and aspire to become a Senior Front-End Developer who mentors junior colleagues and contributes to high-performing Agile teams. I bring a strong blend of technical knowledge, critical thinking, and soft skills like communication, teamwork, and attention to detail. I'm eager to contribute to CI/CD pipelines, adopt Test-Driven Development practices, and continue learning modern web technologies.

SKILLS

Agile	Agile-development		CMS
CSS	Figma	Front-end	
GitHub	Html	JavaScript	Jira
jQuery	Manual Testing		PHP
Python	Regression testing		
Slack	SQL	Wireframes	
WordPress			

GitHub

<https://github.com/RickyPWebDev>

Education

BSc Computing and IT (Communication and Networking)

The Open University

TT284: Web Technologies
Gained practical experience in designing, implementing, and testing dynamic web applications using client-server architectures. Covered core web technologies (HTML, CSS, JavaScript, PHP), standards (W3C, HTTP, HTTPS), and mobile content delivery.

Front-End Engineer Certificate Code Academy

Introduction to UI and UX Design Code Academy

Learn Interactive Design Code Academy

WordPress Certificate New Skills Academy

EXPERIENCE

Postman

Royal Mail 04/2024 – Current Nottingham

Due to the need to be closer to home and support an unwell family member, I transitioned from my previous role and took on part-time work with Royal Mail. This position provided me with a consistent income while allowing the flexibility to continue developing my front-end skills through freelance projects and online certifications. The role strengthened my time management, independence, and adaptability, all of which support my long-term goal of returning to a full-time front-end development role.

Junior Front End Developer

Join momentum – Internship. 02/2025 – 03/2025 Remote

During my internship, I was tasked with developing a functional front-end contact form. I took Figma designs created by the design team and implemented them using HTML and CSS. I then used JavaScript to capture user input in variables and performed client-side validation to ensure data quality. The result was a fully custom, responsive contact form component, which I handed off to the back-end team to integrate into the broader web application, enhancing both its functionality and user experience.

Volunteer WordPress Front-End Developer

Scottish Tech Army. 09/2023. Remote

Volunteered on a project for the Scottish Tech Army, for a charity called Bridge End Farm, their WordPress website was outdated underperforming, causing low lead conversation. I was tasked with redesigning the landing page to create a more attractive and engaging experience. For this I rebuilt the landing page using WordPress, primarily with Elementor for ease of maintenance, whilst integrating custom HTML and CSS for bespoke design elements. For this project I prioritized visual engagement and usability. The new landing page significantly improved user experience and with the use of Elementor made it easy for the charity's team to maintain.

Junior QA Tester

Blueprint Gaming 12/2023 - 02/2024 Newark

At Blueprint Gaming, the development team were preparing a game for deployment, I was responsible for identifying any bugs ensuring software quality. I executed manual testing procedures looking through the code using chrome dev tools to collaborate with the development team. As a result of my work, I helped catch over 25 bugs pre-launch contributing to a successful on time release.

Junior Software Developer

Blueprint Gaming 06/2023 - 12/2023 Newar

Before joining the QA team my last project, I worked on was for a game called 'Cash Vault', a new game that had never been developed in-house before, requiring completely new game logic within the proprietary codebase. I developed custom game logic and new functionality based on a design provided by the design team. Used the companies in house JavaScript framework, which required adapting. I couldn't use standard techniques such as event listeners, so required creative solutions to work within this constraint. Before this project I worked on reskin projects, updating the visuals of older games whilst reusing and refactoring the existing codebase. I successfully coded the game logic for 'Cash Vault' using Blueprint's in-house JavaScript framework.

Dispensing counter Assistant

Silverdale Pharmacy 03/2020 - 06/2023 Nottingham

Team Leader

Asda Superstores 03/2016 - 03/2020 Nottingham

- Led and managed a team of 20 employees in the fresh section, demonstrating strong leadership and organizational skills.