

# LIAM MITCHELL

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GitHub: <https://github.com/LiamPC01> | Portfolio: <https://www.liamjmitchell.com/>

## PROFILE

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Confident and friendly Junior Web Developer with a BSc in Games Development and a passion for creating dynamic, user-friendly web experiences. Skilled in JavaScript, HTML, CSS, and Webpack, with a keen ability to adapt, learn new technologies, and tackle challenges with enthusiasm.

## SKILLS

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- JavaScript
- HTML
- CSS
- Webpack
- Version control Git & GitHub
- C++
- Figma
- Confident and outgoing interpersonal skills
- Collaborative work/teamwork
- Leadership skills

## WORK EXPERIENCE

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### **Delivery Driver – GSF Car Parts - Aug 2023 – Present**

Built strong customer relationships through friendly interactions, clear communication, and a commitment to providing excellent service, while ensuring timely and accurate deliveries.

### **Kitchen Assistant – Martellas - Feb 2018 – Aug 2020**

Supported kitchen operations with efficiency and teamwork, ensuring cleanliness and assisting in food preparation with a positive attitude.

### **Call Centre Operator – EnviroSolar - Sep 2017 – Dec 2017**

Provided excellent customer service by handling inquiries, resolving issues, and maintaining clear communication in a fast-paced call centre environment.

### **IT Helpdesk Intern – Epping Forest County Council – Jul 2017**

Provided technical support, troubleshooting hardware/software issues, and managing helpdesk tickets to ensure smooth IT operations.

## PROGRAMMING PROJECTS

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### **To-Do List App (JavaScript, HTML, CSS, Webpack)**

Built a web app for task management, allowing users to add, sort tasks by date, and organize them into categories, with a responsive UI, saving to local storage and optimized using Webpack.

### **Library App Project (JavaScript, HTML, CSS, Figma)**

Developed and designed a Library web app that enables users to catalogue books, input detailed information about each book (such as title, author, and the number of pages), and track their reading status. Users can then view their collection in a visually engaging and personalized virtual library.

### **Etch-a-Sketch Project (HTML, CSS, JavaScript)**

Developed Etch-a-Sketch web game using JavaScript, HTML, and CSS to explore web development and DOM manipulation techniques. By utilizing JavaScript event listeners, I dynamically apply CSS styles to the page.

## EDUCATION

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### **BSc (Hons) Games Development - Upper Second Class (2:1) – Norwich University of the Arts (2020 - 2023)**

Developed strong time management and self-motivation skills through independent and collaborative projects, including the Global Game Jam. Gained hands-on experience in Unreal Engine and C++ while also working with Unity and C#. Demonstrated effective teamwork and problem-solving across interdisciplinary projects, with a focus on game design and development.

### **Creative Media Production and Technology - Distinction - Chelmsford College (2018-2020)**

Developed foundational skills in programming and Object-Oriented Programming (OOP), with hands-on experience in Unity and C#. Gained a strong understanding of game design principles through independent and collaborative projects, demonstrating problem-solving, creativity, and technical expertise.

### **IT & Digital Skills - Merit - Chelmsford College (2017-2018)**

Gained foundational skills in problem-solving and technical troubleshooting. Developed an understanding of media production tools and software, while enhancing communication and teamwork skills through collaborative projects.

## CERTIFICATIONS

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[Google Technical Support Fundamentals \(December 2024\)](#)

[Codecademy Learn C++ Course \(August 2021\)](#)

## REFERENCES

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Available upon request