

Anthony Baynham

Full-stack web developer & systems programmer

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Introduction

Hi, I'm a freelance full-stack web developer, systems programmer and student at the University of Sussex. I currently reside in Brighton, East Sussex.

Despite working professionally in the industry since just 2021, my most “starred” GitHub repository, SharpECS, is a library I wrote at age 14 – almost eight years ago.

Professional Experience

August '22 - present

Frontend Developer @ BookieBashing.net (freelance)

JavaScript, HTML, CSS, PHP

- Developed a custom reactive JavaScript UI library, inspired by *React*, on top of existing jQuery code; leveraged jQuery as a “virtual DOM” to accomplish this.
- Additionally, implemented a custom SPA router to integrate with the existing WordPress and jQuery stack.

May-June '22 (w/ ongoing maintenance)

Full-stack Developer, Designer @ Freelance

JavaScript, TypeScript, Svelte, Database, CMS, DigitalOcean, Nginx, Linux

- Managed deployment of infrastructure & hosting on DigitalOcean’s Linux “droplet”.
- Custom full-stack web app for digital marketing site with SvelteKit & TypeScript.
- Later implemented a customer review system using a real-time database.

September '21 - May '22

Frontend Developer @ Stone Spiral

PHP, HTML, CSS, WordPress

- Developed custom themes for our design team to use with Elementor.
- Integrated JSON API to pull hardcoded page info from the CMS.
- Debugged CDN problem in production, quickly restoring functionality client sites.



Further Notable Skills & Projects

Source code for the projects is available on GitHub, or upon request.

NextJS

My personal website is implemented with React and NextJS. I created my own theme switcher with custom light and dark themes across the entire site.

C, C++

Fluent in C and C++, with a number of personal projects written in these languages over the years:

- Gel - an experimental programming language and compiler (2022).
- Untitled game engine project - C++ and OpenGL game engine (2021).
- Ftc - Linux system info fetch (2021).
- Tiny-vfs - Tiny virtual file system library for C++ (2016)

C#

Proficient in C#. Two key projects:

- SharpECS (2015/2016): Entity Component System library for C# games (34 GitHub stars)
- Sail (2016): toy programming language and interpreter