

# John-Paul Holt

User Experience & Front End Engineer

<http://jpholt.dev>

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## Employment History

### Senior Front End Developer, Phaidra

August 2023 – April 2024

Phaidra is a startup that specialises in artificial intelligence for industrial applications. My role involves building advanced UI components that help visualise machine learning, both for the end customer and also the in-house Solutions Engineers.

### Senior UX Engineer, Google Health

February 2019 – August 2023

Architected and built "Care Studio Mobile", a cross-platform app for clinicians that runs on both mobile and web using the same source code. Other projects include COVID-19 Response for the NHS / Department of Health, Digital National Early Warning Score, and NHS Dashboards.

### Senior UX Engineer, DeepMind

February 2013 – April 2019

Worked on providing a range of web apps and websites ranging from Machine Learning with e-Commerce, to visualising Reinforcement Learning, to Healthcare app prototyping. Notable contributions include building DeepMind's intranet, and the AlphaGo timing system.

### Front End Developer, Photobox

November 2012 – December 2012 (Contract)

I was asked to take a short-term contract to help with the Front End Development of "Cards By PhotoBox" - a concept site with a completely new look and feel to other PhotoBox sites.

### Front End Developer, Channel 4

April 2012 – October 2012 (Contract)

Contract role involved working on Channel 4's websites, including 4OD, More4, E4, etc. Extensive use of optimised JavaScript, HTML, and brand implementation using stylesheets.

### IT Manager, User Experience Platform, Nokia UK

September 2004 to April 2012

Created and maintained the Nokia Intranet look & feel, including elements from the 2011 corporate rebranding. Designed and implemented corporate systems, including the "Nokia Web Bank". Provided service and support for User Experience, including website prototyping and proof-of-concept for Nokia's Design, Marketing, and SWE divisions.

### UI Developer, Bertelsmann Media Group (now Sony Music)

May 2002 to July 2004 (Contract)

Worked as the main Java + Web UI Designer for "Workflow", a project designed to enable BMG to release their music more efficiently in the UK from conception to production.

## Education

BSc (Hons) Computer Science, University of Leicester.

## Key Interests

Web Applications

Mobile Applications

Prototyping

Design Systems

General User Experience

## Engineering Experience

TypeScript

JavaScript (inc. Node)

React (inc. Redux/RTK)

Testing Frameworks (Cypress, Jest)

Google Cloud (inc. AppEngine)

WebGL (ThreeJS)

Flutter

Dart

HTML (inc. HTML5,)

WebPack

NPM / Yarn

CSS (inc. SCSS, Styled, etc)

SQL / Firebase

## Design Experience

Figma (inc. plugin development)

Design Languages (inc. accessibility)

Design Tokens

Adobe Photoshop

Adobe Illustrator

Adobe Animate

Adobe InDesign

## Location

I live in London, UK

I have a full driving license

Fully equipped to work remotely if needed