Gus Hogg-Blake

Senior Full-Stack Software Engineer

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About

I'm an experienced developer who loves working on hard problems and making beautiful things out of code. I specialise in full-stack web development with Node and modern frontend frameworks—but I'm also comfortable figuring out why the Flask server is slow; hacking together an efficient workflow for dealing with large XML files; or giving a quick presentation on async programming.

Employment

(click for more details)

Senior Software Engineer

VALSYS

Permanent, remote May '23-Oct '23

Frontend development on next-gen financial modeling platform. Role details under NDA.



Senior Software Engineer

THE FINANCIAL TIMES

Contract, remote Jan '21-Jul '21

On the Apps team, developed large user-facing features and updates to the FT's content pipeline & React-based article UI.



Co-founder

RETAIN MATHS

Startup Jun '19-Jan '21

EdTech startup focused on spaced repetition practice for maths students.



<u>Systems Developer</u>

CEM

Contract, on-site Jul '18-Dec '18

Flash to HTML5 transformation; improved DX & productivity.



<u>Developer</u>

DROPPOINT

Freelance, remote Jan '17-Jul '18

Created platform; onboarded & mentored junior developers.



JavaScript Developer

Permanent, remote Sep '15-Nov '16 Projects & code samples





CodePatterns, a better syntax for find & replace.



Algorithm to calculate the median of two sorted arrays with O(log(m+n)) time complexity.



svelte-view-engine, a view engine for rendering Svelte components.



gnome-usb-key, a toy project to unlock a GNOME session with a physical key.



Writing

For some examples of my thinking and writing on tech and other subjects, see my blog at gushoggblake.com.

CHESS.COM

Created Bughouse & other variants to compete with lichess.

JavaScript AngularJS Less Symfony LAMP

Made with svelte-cv

<u>View online</u> (cv.gushogg-blake.com)