Paul Marrable
Web Developer

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Personal Profile

I am currently a senior server developer for the live services department at Codemasters in Southam. I also run an independent video game studio called Flump Studios.

I have been developing software and games for over 25 years and I have maintained a strong passion for software development, with the art of clean coding being of particular interest. Over the years I have gained experience developing with C#, C++, Javascript, Typescript, Python, VB, Lua, Unity 3D, HTML, CSS, SASS, AngularJS, ReactJS, ASP.Net, SQL and various other languages and frameworks.

As a web developer, my current preferred stack is C# .Net Core 3+ , Entity FW core and ReactJS with Redux.

Work Experience

Senior server web developer
July 2020- Present
After a few months as a full stack developer, the senior server developer at the time decided to leave the company, moving over the server role seemed like a perfect fit as I had spent most of my time server-side and it's where I felt my skills were best developed. The role has been proven challenging but rewarding, as there is no technical personnel above me, in my department, I report directly to management and am in charge of any technical decisions that need to be made regarding our server architecture.
The tech - .Net Core, .Net FW 4.x, REST services, SOAP services(WCF), RabbitMq, Dapper, ADO.net, Entity framework, MongoDB, Teamcity, Octopus deploy and many more.

Senior full stack web developer
Feb 2020- July 2020
My role at Codemasters has proven to be more varied than my previous roles and has me jumping from web API and app development to game server development, from architecting large projects and databases to client side coding and even the occasional desktop app. I use a range of technology and stacks at Codemasters, but the majority of my time is spent with .NET core 3.1, MSSQL and ReactJS

Full stack web developer
Jan 2019 - Feb 2020
API, Web app and website design and development. Currently leading the development of a web API and SPA data store project using .NET Core 2+, React with redux, and MSsql with Entity FW core.

Full stack web developer
Apr 2016 - Jan 2019
Web app, API, website design and development. Working primarily with C# .NET and .NET Core, React, AngularJs, Umbraco and MSsql with Entity FW Core and ADO.

Video Game Developer
Jan 2011 - present
Design and developerment of independent video games, both solo and part of a small team. For my more recent projects I have been using Unity3D with C#, moving over from C# with XNA/Monogame to aid development speed. For many years Flump Studios was my full time job, until my first son was born and decided I needed something more stable.

Key Skills

C#	Typescript	TDD
.NET Core	HTML/CSS/JS	GIT
React JS	SQL/Entity Framework	Agile

Education

Uxbridge College
09/1997 - 07/2000

GNVQ in IT
BTEC National Diploma in Computer studies