

Anthony Baynham

Full-stack web developer & systems programmer

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Introduction

Hi, I'm a full-stack developer and systems programmer based in Brighton, East Sussex. I can work fluidly with a range of programming languages and technologies.

I've been working professionally in the industry since 2021, but my most "starred" GitHub repository, SharpECS, is a library I wrote at age 14 – over eight years ago.



Professional Experience

August '22 - present

Frontend & Tools Developer @ BookieBashing.net

JavaScript, HTML, CSS, PHP, TypeScript, MySQL, APIs

- Single-handedly wrote a custom reactive JavaScript UI library and SPA router, inspired by *React*, on top of existing jQuery code; leveraged jQuery as a "virtual DOM" to accomplish this.
- Wrote a scraping tool, with extensible support for multiple database backends using TypeScript, TypeORM and NodeJS.

May '22 - present

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.
- Implemented a customer review system using a real-time database.

September '21 - May '22

Frontend Developer @ Stone Spiral Ltd.

PHP, HTML, CSS, WordPress, APIs

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



Further Notable Skills & Projects

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

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)

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#

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