

Luke Owen

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Summary

A front end technical lead based in South Wales, I bring 8 years of experience in creating accessible, fast websites that give the best possible experience to the user, across platforms and devices.

I'm a strong advocate of the latest web standards, and I'm constantly learning and staying updated on industry trends and best practices.

I love what I do.

Technical Skills

Web technologies: HTML5, CSS3, JavaScript (ES6+)

Frameworks & libraries: React, Redux, Recoil, Sass, CSS Modules, JSS

Build & automation tools: Webpack, npm, yarn, Babel

Testing: Jest, React Testing Library, Cypress, Storybook

Version control: Git (CLI), GitHub

Accessibility & performance: WCAG, ARIA, Lighthouse

Leadership

Line management: monitoring team members' performance, providing feedback, setting goals and expectations.

Mentoring: providing guidance and support to team members, helping them to develop their skills and grow their careers.

Delegation: assigning tasks to direct reports, ensuring that workloads are balanced and the right tasks go to the right people.

Strategic direction: guiding the team in making informed design and architecture decisions, and ensuring that the team is working towards the company's goals.

Experience

Lunio, Remote Jan 2022 - Present

Lead Front End Developer

Key responsibilities

- Responsible for the front end development of Lunio's suite of user-facing web assets from inception to deployment
- Responsible for the training, mentoring, and line management of the front end team
- Optimising the Lunio front end systems to ensure they are secure, scalable, and performant
- Creating and defining best-practice processes for the front end team

Highlights

- Managed the front end development & QA teams
- Led the cross-functional UI squad
- Planned and oversaw the migration of Lunio's legacy customer dashboard from Vue to React, resulting in faster feature development and significantly reducing team maintenance work
- Implemented Scrum within the engineering team, boosting team output and improving collaboration

BookingLive, Remote Aug 2020 - Jan 2022

Front End Lead

Reporting to the CTO, I'm responsible for BookingLive's front end practices. Primarily attached to our SME offering, Connect (leading a team of 6), I design and implement our front end strategies to ensure we remain up to date on new technology. I also represent the front end (and Connect) at internal and external stakeholder meetings.

Key responsibilities

- Leading the frontend output of BookingLive
- Manage the day to day running of the Connect product team
- Work with the C-suite to prioritise upcoming work, aiming to maximise product value and sprint efficiency
- Running stand-ups and sprint meetings
- Coordinating releases
- Mentoring junior team members

BookingLive, Bristol/Remote Sep 2018 - Aug 2020

Front End Developer

- Introduced coding guidelines and linting
- Introduced unit testing and increased coverage to ~70%

- Introduced automated end-to-end testing with Cypress to consistently run the regression test cases.
- Developed the Connect product to launch and implemented new features based on tracking data and user feedback.
- Building a React component library to share code across projects

The Global Hack 2020

Over Easter 2020 a small team from BookingLive in participating in The Global Hack, a hackathon to rapidly develop solutions to mitigate the COVID19 crisis.

Our solution was to repurpose our Enterprise product to provide centralised resource, staff, and volunteer management.

After 48 hours of sleepless coding we won our track and placed in the top 10 overall, the only British team to do so - taking a €10,000 prize.

High Level Software, Cardiff Mar 2017 - Aug 2018

Hotel property management system, I joined the team 6 months after its acquisition by Zonal as part of its scaling plans. As the solo front end developer I worked on the long term modernisation plan, which for me involved migrating the system to React (with Redux and Webpack). As part of this I automated as much as possible (unit / regression tests, running a front end build), with the end goal of HLS adopting continuous integration.

I also:

- Built a new HLS eLearning Centre (WordPress), to allow customers to access training / support documentation whenever needed.
- Made numerous usability improvements across the main HLS system, which received excellent feedback from customers.
- As part of the High Level booking process overhaul, built a new responsive front end using ES6 to provide a faster and easier to use solution for users.

Michael Paul Holidays, Bristol Mar 2016 - Mar 2017

Front End Developer

An online travel agency. I developed a responsive front end for the new michaelpaulholidays website. Working from some initial Fireworks designs I hand-coded HTML5, CSS3 (using Bootstrap as a starting point) and jQuery / JavaScript.

During this time I also:

- Worked on various static and WordPress site for our sister company
- Produced print advertisements and email templates

Organisations & Qualifications

Scrum.org

Professional Scrum Master (PSM I)

The Chartered Institute for IT

Chartered IT Professional (CITP) (2023 - Present)

Professional Member (MBCS) (2018 - Present)

Education

University of Bedfordshire, Luton 2012 - 2015

BA (hons) Business Studies

Around the web

<https://github.com/TwitchSeventeen>

<https://www.linkedin.com/in/luke-owen-6a518373/>