

Sean Hinton

London, UK
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Seasoned, enthusiastic, and creative Ruby on Rails engineer with great interpersonal skills. A decade and half of experience developing JS, CSS, and HTML. Excellent at communicating with all departments and dealing with complex full-stack projects.

Skills

- **Ruby on Rails** - 15 years - Rails (V2 onwards), ActiveRecord, authentication (Devise, OAuth 2.0), authorisation (Cancan), payment gateways (Stripe & other). AWS including S3. Background-job Gems (ActiveJob & Sidekiq). Using and creating APIs with API Gems and own rolled interactions with HTTParty and Faraday.
- **PostgreSQL** - 11 years - ActiveRecord ORM and raw query writing
- **TDD and BDD** - 8 years - Cucumber, RSpec, Capybara, FactoryBot
- **Javascript, HTML, CSS Frontend Development** - 14 Years - including proficiency with SASS, HAML, Tailwind CSS, legacy jQuery. Some Hotwire (Turbo / Stimulus).
- **Source Control** - 15 years with Git.

Experience

Homeflow (formally UseArea.com); Lead Engineer; Oct 2021 → Present

Started as Senior Rails Engineer, promoted to Lead Engineer in November 2023.

Rails Freelancing; Rails + Full-Stack Engineer; Sept 2020 → Sept 2021

Working as a freelance Rails and full-stack engineer at a FTSE 100 e-commerce website.

Milliner.app; Co-founder & Rails Engineer; Jul 2018 → Jul 2020

I co-founded a start-up named Milliner, it was a web-app to visually build emails for industry designers and coders. I extensively designed and coded the Ruby on Rails back and front end of the app, included polymorphism, tableless objects, and reducing complex database / page / partial load times to feel instant on the user's end.

The app stored data as a recursive JSON structure in the Postgres database, then rapidly updating values. I designed the database updates to be optimised so that specific key/value pairs inside the JSON column could be updated swiftly via the Rails app.

Movable Ink; Rails Engineer & UI/UX Engineer; Nov 2013 → Jan 2018

Product owner and principal engineer for a commercial Ruby on Rails app delivering email-building services to hundreds of enterprise clients and 10,000s of self-serve users. Extensive development of multiple Ruby on Rails applications using full-stack technologies such as SASS, Haml, Coffeescript, JQuery, Postgres. Working on engineering and product teams with Agile, Scrum and, Sprint development processes to efficiently release new features.

- Implementing a full authentication and authorisation system, with integration tests to ensure it was bug-free pre-deployment.
- Responsible for ensuring the high-quality production of thousands of emails, reaching tens of millions of recipients, all created using Ruby on Rails.
- Worked with the engineering, product, marketing, and sales team with an array of to-do systems including Clubhouse, 15five, Basecamp, Salesforce and Asana.

Tinderfields; Senior Web Developer; Jul 2009 → Nov 2013

Over the course of four years I built a tremendous amount of custom Rails implementations covering CMSs, marketing websites and apps. This was while working closely with clients, communicating technical solutions in an understandable way.

In many instances:

- Fully implemented Rails internationalisation (I18n)
- Used state machines for order processes
- Sent transactional emails with attachments, Interacted with APIs, Managed assets with AWS, Beautified urls with inflections and routing, created and coded liquid templates, indexed search results and added front-end filtering with the Ransack Gem.

Specialmoves; Junior Web Developer; Jun 2007 → Aug 2008

This was my University Placement Year. I accepted a placement at interactive consultancy and production company that worked with creative agencies and media owners. I was entrusted to build digital content for national brands. Responsible for developing and updating CMSs, asset creation and coding with Flash (ActionScript) and building building websites from precise design documents. Was requested to stay for an extra three months after the placement time was up and did so until the start of the final university year.

Outside of work

During lockdown helped extensively code interactions with stock systems and accounting APIs. Enjoy designing and learning about user interfaces and user experience. Been an active member of the email communities.

Qualifications

Degree from University of Plymouth - 2:1 - BSc Digital Art and Technology (Computer Science)
 4 A-Levels - BBBC
 10 GCSEs - A* to B

Interests

UI & UX design. Gym. Gardener. Fan of alternative live stand-up. DIY. Mock-tails & 0% beer.

Travel & Remote Work

Home office with 4k screen. 30 minutes to London Liverpool St and Oxford Circus Station. Have travelled extensively to the USA for international work.