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Caitlin Young

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ccyoung22

FULL STACK DEVELOPER

CAITLIN YOUNG

Hi, I'm Caitlin. For as long as I can remember, I've loved to create. Whether it's through drawing, animation, building my own business, or more recently, software, I thrive on seeing a vision come to life. Though my path to tech has been non-linear, my past careers have given me strong foundations for software development. My creative studies and time as an animator taught me problem-solving and the ability to learn quickly, while running my own business gave me resilience and adaptability. After falling in love with development while working closely with a developer on a project, I decided it was time for a change of pace. I took the leap into tech, and I haven't looked back. My curiosity and attention to detail fuel my enthusiasm for coding, as I find immense satisfaction in unpicking code and creating refined, elegant solutions. I'm eager to keep learning, keep creating and collaborate with a mission-driven team to build meaningful, impactful tech solutions.

SKILLS

Programming Languages

Java Script, TypeScript, HTML CSS

Front End

React, Next.js, Jest, React Testing Library, Playwright, Framer Motion

Back End

Node, Express, PostgreSQL, REST, Vitest, Postman

Design

Figma, UI/UX Design, Wireframing, Photoshop, Illustrator

INTERESTS

Painting

Visiting Exhibitions

Listening to music

Drawing

EXPERIENCE

School of Code

Software Development Bootcamp

Nov 2024 – April 2025

One of only 40 people selected from over 2000 applicants. A rigorous, fast-paced programme focused on both technical and problem-solving skills. Emphasis on learning how to learn, adapting to new technologies, and breaking down complex problems.

- Design leadership: Led the design aspect of multiple projects, focusing on front-end development to ensure user-friendly interfaces and cohesive interesting visual design.
- Agile teamwork: Collaborated in cross-functional teams on ideation, planning, and delivery.
- Full-stack development: Built full-stack applications under tight deadlines using JavaScript, Node.js, React, PostgreSQL, and Express.
- Problem-solving: Strengthened debugging and critical thinking through pair programming and group challenges.
- Hackathons and presentations: Participated in weekly team hackathons, presenting projects and incorporating feedback to improve continuously.

Projects

FLOCK

GITHUB/WEBSITE | TECHSTACK: TypeScript, Next.js, React, Supabase, Vite, Git

This responsive web app was designed to help combat loneliness by providing a safe space for people to connect through shared interests, start conversations using built-in prompts, and discover local events.

Built in one week at the School of Code, Flock was a collaborative effort that combined design thinking with technical development to create a meaningful solution for social connection.

My role:

- Led the UI and product design, researching and developing the app's branding and visual identity.
- Designed and styled the user interface, ensuring an engaging and accessible experience.
- Part of the front-end development team, building interactive components and improving responsiveness.

EDUCATION

Royal College of Art

Masters in Animation | 2017-2019

Graduation film nominated for Design of the Year (Design Museum, 2020)

Screened at BFI Film Festival

Manchester School of Art

BA (Hons) | First Class | Illustration & Animation | 2013-2016

Kingston University

Foundation Diploma | Distinction | Art & Design | 2011-2012

CONTINUED LEARNING

React Animation libraries

I'm highly enthusiastic about the potential of creative web development and have been actively exploring **Framer Motion** and **GSAP** to enhance interactive and animated web experiences.

React Native

I'm excited to expand into mobile development with React Native, building cross-platform apps that leverage my React skills to create seamless, dynamic user experiences.

EXPERIENCE

Projects

Aida

GITHUB/ WEBSITE | TECHSTACK: TypeScript, Next.js, Pinecone

Our app, Aida, is a friendly AI assistant designed to help users find local food resources based on their specific needs. Inspired by the tech-for-good movement, our team wanted to harness the power of AI to create a project with the potential for social impact.

My role:

- Designed a user-friendly interface focused on accessibility and ease of use for diverse user groups.
- Contributed to developing the backend, integrating Pinecone for tailored recommendations and local food resource data.

Future plans:

- Seed the app with more data to provide a more tailored experience for users.
- Improve the styling and responsiveness of the app to ensure it performs seamlessly across all devices.

Interactive Whiteboard App (Ongoing, Self-Directed)

GITHUB/ WEBSITE | TECHSTACK: JavaScript, React, Vite, React Canvas Draw

Building an interactive whiteboard app to deepen my React skills. Implemented React Canvas Draw for drawing and added customisable text features.

Future Plans:

- Add authentication for saving work.
- Implement a download feature.
- Enable image uploads.

Previous Roles

Nude Lagoon Vintage

Founder   *2018 - Present*

- Scaled the business from £0 to £130K turnover by developing effective strategies and building strong customer relationships.
- Adapted to economic shifts (Brexit, COVID-19, cost of living crisis) by adjusting operations and identifying new revenue opportunities.
- Improved efficiency and profitability by refining marketing, sales, and admin strategies.
- Maximised productivity and met deadlines through strategic planning, prioritisation, and time-blocking.
- Led a small team during peak times, delegating tasks and optimising team performance for greater efficiency.

Animator

Freelance   *2018 - 2022*

- Delivered animation projects for large clients like Gym Shark and Pabst Blue Ribbon, ensuring high-quality creative output.
- Met tight deadlines consistently, resulting in client satisfaction and successful campaign outcomes.
- Produced animations using software such as Adobe After Effects and Photoshop, ensuring technical precision and creative vision alignment.
- Delivered projects independently, managing all stages of the animation process from concept to final edit, ensuring client specifications were met.