

Neil Carribine

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About

Full-stack web developer with a focus on JavaScript and a background in illustration and animation, bringing a playful, design-driven approach to every project. Skilled across both frontend and backend development, with a strong eye for detail and a passion for building polished, high-quality digital experiences. Excited to learn from experienced developers and help build thoughtful digital products in a creative, curious team.

Work experience

Junior Web Developer: Peter & Paul

May 2024 - October 2025

Nuxt - TypeScript - Tailwind - AnimeJS - Payload CMS - Storyblok CMS - Lottie - Vercel

- Developed and maintained client websites using Nuxt, AnimeJS and Tailwind.
- Set up CMS integrations and tutorials so clients could easily update content.
- Collaborated with designers to bring projects from concept to launch.
- Worked across multiple projects including Google, Planit, ALT, Leeds Art University and more.
- Helped fix bugs and improve site performance.
- Contributed to meetings and responded quickly to feedback in a fast-paced studio environment.

Intern Web Developer: Applied Works

October 2023 - December 2023

Next - TypeScript - SCSS/SASS - Craft CMS - Git/Bitbucket - D3/Visx - Storybook

- Used data provided by the client via external API and using D3/Visx library to create data visualisations.
- Worked across projects for clients such as University of Columbia, United Nations and Veritrade.
- Participated in team and client discussions, contributing ideas, and implementing solutions using Next, TypeScript, and SCSS/SASS.
- Responded to feedback from the lead developer and designer, improving designs and efficiency within the code.
- Attended scrum meetings, providing updates as well as collaborating with team members to streamline workflows.
- Helped maintain current websites, fixing issues and adding new features as requested by the client.

Web Developer: Self-employed

March 2023 - October 2023

- Met with prospective clients to review goals, ensuring clear specifications for new or existing websites.
- Utilised tools such as Figma, providing example designs and wireframes that align with the client's requirements.
- Realised clients' ambitions, delivering tailored solutions and leveraging a range of technologies and frameworks.
- Provided proactive maintenance and support for client websites, ensuring continuous operation and optimised performance.

Illustrator: Self-employed

September 2014 - April 2022

- Sourced commissions by proactively reaching out to art directors, leading to bespoke pieces and an expanded portfolio.
- Collaborated with clients, creating solutions to briefs, managing feedback and delivering projects to a deadline.
- Collected information from online sales, markets and shops to determine popular items and locations with the best revenue.
- Sold at markets and events, meeting with customers and building relationships to increase sales and interest.

Various retail and hospitality positions

2008 - 2015

Education

Full Stack Web Development

2022-2023

Career Foundry

Fine Art: BA (Hons) - 2:1

2011-2014

Sheffield Hallam University

Fine Art: Foundation Art and Design - Merit

2009-2010

Newcastle College

Skills

Front-End:

HTML, CSS/SCSS, JavaScript, React, Next, TypeScript, WordPress, D3/Visx, Tailwind CSS, Nuxt, AnimeJS/GSAP

Back-End:

Git/GitHub, Payload CMS, Storyblok CMS, MongoDB, Express, SQLite

Other Skills:

Animation, Adobe CC (Photoshop, Illustrator, InDesign), Figma