Martin Allison

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I like programming, learning human languages and attempting creative endeavours. In an age of spectacular excess I feel like we need to produce fewer, better quality and more thoughtful things, and I'd be excited to help anyone that agrees.

Work

Artfinder • Senior Python developer (05/18—present)

A fluid role where I happily got to expand frontend knowledge and occasionally plug the UX/design skills gap in the team.

- Helped plan and quickly deliver a few major features: Stripe Billing integration, artist subscriptions and artist limited editions
- Converted many areas of the site to be API-driven
- Used Sketch to visually mock aspects of features or A-B tests
- In general gained some valuable insight about what it means to run an e-commerce platform and work in an extremely small product team

Potato • Senior—operations liaison (09/16—09/17)

A brief, rotating role giving input to the operations team on behalf of the senior development team, where I:

- Gave input on issues of company direction such as career progression, resource management, hiring and technical direction
- Helped set up an R&D program with the aim to explore new tech, produce prototypes and other ideas we could proactively take to potential clients
- Reviewed and suggested candidates for potential promotions
- Made the case for developing native apps and subsequently secured time for developers (including myself) to begin learning Android and iOS development. Shortly afterward we won and successfully built our first set of native apps

Potato • Senior developer (03/12—11/17)

I became a senior dev at Potato after helping to steer a failing project to delivery, which went on to be used by 8-10 million people in its first hour after launch. I did this by being human and honest with the client, our managers and people on the team. This is how I've continued to work since then. In those 5 years I:

- Lead technical design and build of backend systems and APIs, some of which would get 1000s of requests per second, with Python, Django, and Google App Engine, catering for multiple user types and states combined
- Helped manage overall delivery of such projects within tight timelines using an iterative approach to planning, implementing, testing and releasing
- Helped look after developer and general team happiness
- Managed technical and non-technical expectations of clients like Google, TATE and the Duke of York, often directly
- Worked with the sales team to bring new-business ops to development, working on proposals and pitches, and meeting new clients
- Worked with designers to gather requirements, produce wireframes and shape the logical flow and UI of apps
- Reviewed job applications and interviewed job applicants
- Code review and delivering feedback to team members
- Built some internal tools: a wiki, a communal password storage app and a CLI for our ticketing system

Other roles

- **Potato • Developer (06/11—03/12)**: general full-stack web development with Python, Django, Google App Engine and plain old JS and CSS
- **Maplecroft • Front-end intern (summers 07—09)**: old school front-end dev and seemingly infinite cross-browser testing on IE6, IE5.5 Mac and Netscape
- [La Vigna Ecofarm](#) • **Farm hand (01/18)**: I volunteered on a farm in Uruguay for a month. Here I was able to satisfy the urge to work on something physical and learn the value of doing so

Study

University of Strathclyde (2007—11)

Electronic & Electrical Engineering (EEE) BEng • 2.1
I studied EEE for four years, excelling at programming (achieving a few 100%s) but not so much at the electrical parts. I left before doing my MEng to work for Potato.

Other good stuff

- Enjoy design and keeping updated with design thinking. Capable with Sketch
- Have a huge interest in language and linguistics
- Can read, write and understand basic-intermediate Greek and Spanish
- Have a level 2 powerboat license…