

SEAN CONNOLLY

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Full-stack developer specialising in PHP and JavaScript, with four years' agency experience delivering and maintaining 30+ production sites. First Class BSc Computer Science, with dissertation work in conversational AI.

TECHNICAL SKILLS

Languages - PHP, JavaScript (ES6+), SQL, HTML, CSS/SASS, Lua, TypeScript

Frameworks & CMS - WordPress (custom themes, blocks, ACF Pro), Laravel, React, Node.js

Tools & Platforms - Git (GitHub, Bitbucket), GitHub Actions CI/CD, Docker, Nginx, MySQL, Cloudflare, Linux & macOS, Pest/PHPUnit, PHPStan

WORK EXPERIENCE

Developer at Maxweb Solutions

04/2026 - PRESENT

- Build custom WordPress themes and blocks from Figma designs using PHP, ACF Pro, SASS and vanilla JavaScript within the agency's in-house block framework.
- Own the full site lifecycle: SSH-based migrations, staging environments (cPanel, Cloudflare DNS), Bitbucket version control, monthly maintenance cycles and client handover sessions.
- Improve PageSpeed and Core Web Vitals across the client portfolio through a responsive image system (srcset, lazy loading, fetchpriority) and asset optimisation.

Software Engineer at Opus 4 Marketing

08/2024 - 04/2026

- Developed and maintained 20+ production websites for clients including GLO Holiday Club, using React, Node.js, PHP and WordPress.
- Owned deployment, uptime and version control across multiple production environments using Git, Docker and CI/CD.
- Improved engagement and search visibility through performance, accessibility and technical SEO work.

Website Developer at Jumbuk Digital

09/2022 - 08/2024

- Delivered 10+ responsive client websites using JavaScript, PHP and AWS infrastructure.
- Designed and integrated REST APIs, improving reliability of data exchange between client systems.
- Managed concurrent projects end-to-end, including cross-browser and device compatibility testing.

PROJECTS

Garage Management Platform

- Architected and built a multi-branch Laravel/MySQL management system end-to-end: three-tier role-based access control, 2FA, audit logging, PDF invoicing and branch-scoped reporting.
- Owned the full production deployment with Linux VPS hardening, Nginx configuration, Cloudflare (Strict) SSL and CI/CD.
- Built a Pest test suite of 40+ feature and unit tests covering three-tier role-based access, branch scoping, invoicing and authentication flows, run automatically on every push via GitHub Actions.

Next.js Dashboard Starter

- Secure, reusable dashboard foundation for SaaS and internal tools, built with Next.js, Prisma, TypeScript, PostgreSQL and NextAuth. Public on GitHub.

3D Browser FPS

- Fully playable first-person shooter built from scratch with Three.js and WebGL. Includes rendering, movement, game loop and collision detection, all running entirely in the browser.

EDUCATION

Liverpool Hope University | BSc Computer Science (Hons): First Class - 76% 2021-2024
Dissertation: Conversational AI Utilising Unity Sentis and ChatGPT - Grade A+ (84%)

HOBBIES

Self-hosted homelab (Docker, Tailscale, Proxmox), daily Linux user, gym, outdoor sports, gaming