Archie Margretts

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https://sirarchibald.dev
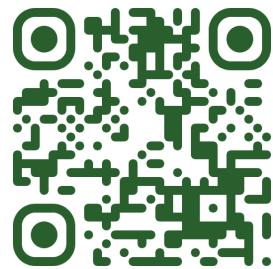
PERSONAL SUMMARY

Full-Stack Junior Software Engineer with a **BSc in Computer Science** and an **MA in Game Design**. Experienced in building and maintaining full-stack applications, interactive games, and community-driven software with **TypeScript, Python & React**. Passionate about building scalable, user-focused applications and learning new technologies.

SKILLS

- **Programming & Frameworks:** JavaScript, TypeScript, Python, Kotlin, Java, Luau
- **Web Development:** React.js, SvelteKit, Next.js, Express.js, TailwindCSS, Node.js, Flask
- **Game Development:** Unreal Engine, Roblox Studio, Blender
- **Databases:** MySQL, SQLite, MongoDB
- **DevOps & Cloud:** Docker, AWS, Linux, pm2
- **Testing & QA:** Git, CI/CD, Automated Testing
- **Other Skills:** Agile Development, UX & Accessibility, Community Management

PROJECTS

Lighthouse (https://stats.sirarchibald.dev)

Built a **TypeScript + SvelteKit** web app for querying and visualizing online player statistics. Designed scalable **Express.js** backend and responsive frontend. Gained **100+ daily users** from the gaming community, showcasing practical deployment and UX design skills.

Trident (https://modrinth.com/mod/trident-mcci)

Developed a **Minecraft mod** in **Kotlin** using the **Fabric API**, enhancing gameplay for MCC Island players. Achieved **1,000+ downloads** and positive community feedback.

MontGo Studios (https://www.roblox.com/communities/32494279/MontGo-Studios)

Founded a **Roblox** game studio with a business partner as part of my MA Game Design degree. Created, developed and pitched several game ideas of various genres, two of which went into full production, using **Roblox Studio & Luau.**

EXPERIENCE

Quality Assurance & Community Operations Specialist, Noxcrew

MAR 2023 - PRESENT

- Moderated player content and behaviour and issued account punishments
- Collaborated with the dev team to test new features, identify bugs, and improve gameplay experience
- Streamlined support workflows and managed user reports and support tickets for a large multiplayer gaming community
- Mentored and onboarded new QA and moderation staff

Community Manager & Moderation Lead, Blairs Brainiacs

NOV 2020 - JAN 2023

- Led a team of moderators managing an online community of over 30,000 users
- Oversaw social media engagement and user reports and support tickets
- Designed and implemented web-based moderation tools to automate reporting and improve engagement.
- Crafted bespoke moderation policy and handled onboarding and training of new team members

EDUCATION

MA Games Design - University for the Creative Arts

SEP 2024 - SEP 2025 / Grade Achieved: 1st

BSc Computer Science (Software Engineering) - Newcastle University

SEP 2021 - JUN 2024 / Grade Achieved: 2:1 with Honours

A-Levels - Godalming College

SEP 2019 - JUL 2021 / Grades Achieved: AAB (Information Technology & Computer Science)

AWARDS

- Student Prefect for Computer Science
- Duke of Edinburgh Award Bronze and Silver (including 18 months total of volunteer work)