

# Michael Bertram

## WORK EXPERIENCE

Developer Advocate, Mentor,  
Teacher & Digital Content Creator

I am an Engineering Mentor and ex Computer Science teacher, with a passion for the subject.

I have a background in digital design and multimedia and take pride in the work that I do.

I am conscientious, hardworking and have a drive for success, enabling me to tackle every project with a positive attitude.

### Contact

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### Education

2023

#### iO Academy

Software Developer Essentials  
Bootcamp - **PASS**

2017 - 2018

#### NESTA/Northumbria University

PGCE with QTS, Secondary Education,  
(School Direct, Computer Science)

2017

#### VidLearn

Computer Science Subject Knowledge  
Enhancement - **PASS**

2007 - 2010

#### Teesside University

BA (Hons) Creative Digital Media - **2:1**

2003 - 2006

#### Stockton 6th Form College

A Level Design & Technology - **D**  
A Level ICT - **BC**

GCSE - 4 GCSE's at Grade **A-C** including  
Maths & Science

1998 - 2003

#### St Michael's RC School

GCSE - 4 GCSE's at Grade **A-C** including  
English

### REFERENCES

Available on request

2026 - Present

#### WP Engine

##### Developer Advocate

As a Developer Advocate at WP Engine, I serve as a bridge between the developer community and internal product teams, helping to improve the developer experience across WP Engine's platform. I create high-quality technical content—including tutorials, demos, and documentation—that enables developers to build, scale, and optimise WordPress applications effectively.

I actively engage with the developer community through events, talks, social media, and online forums, gathering feedback and championing developer needs within the organisation. Collaborating closely with engineering, product, and marketing teams, I contribute to product improvements, influence roadmap decisions, and ensure that developer perspectives are represented.

In addition, I mentor colleagues across the organisation on WordPress and front-end development, supporting skill development through knowledge sharing, workshops, and hands-on guidance. I build sample projects, contribute to open-source initiatives, and promote modern development workflows and best practices within the WordPress ecosystem.

2023 - 2026

#### Big Bite Creative

##### Engineering Mentor

My role involves supporting current and new members of the engineering team during the onboarding process and beyond. I am responsible for the creation and delivery of a range of resources and programmes to facilitate the continuous development of staff within the company. Part of the role involves working with external educational organisations to establish curriculum content, and deliver workshops to give insights into the link between education and industry.

In addition to this, I mentor and teach trainee software engineers, using a variety of educational techniques to tailor content to different learning styles and technical abilities. I draw on my extensive knowledge of educational requirements and inclusive practices to support learners with a wide range of needs. This includes adapting content for accessibility, scaffolding complex concepts, and providing differentiated learning pathways to ensure every individual can engage meaningfully and progress confidently.

2019 - 2023

#### North East Learning Trust - Rye Hills Academy

##### Head of Computer Science, and iMedia

Securing this role in my first year as a qualified teacher, I am responsible for leading the Computing Department. I line manage several staff members and plan and deliver a diverse curriculum across KS3 and KS4. I teach GCSE Computer Science and Creative iMedia, with experience in a wide range of software and programming languages including Python, VB, and HTML. Recently, I have also taken on responsibility for Media Studies, alongside whole-school duties such as implementing online learning across multiple digital platforms, developing digital solutions for the school, and delivering CPD sessions to staff.

2017 - 2019

#### Nunthorpe Multi Academy Trust - Nunthorpe Academy

##### Teacher of Computer Science

Starting as a trainee Computer Science teacher and progressing to a full-time qualified teacher role, I was responsible for the teaching of Computer Science at KS3, KS4 and Media at KS5. This role involved the teaching, planning and assessment of content. I was also responsible for the pastoral care of students.

2013 - 2017

#### Teaching Personnel

##### Cover Supervisor/Teacher

As a cover supervisor and teacher, I worked across mainstream and SEN secondary schools, supporting and delivering a variety of subjects. I progressed from a teaching assistant to full-time teacher, first leading the Religious Education department, then later taking a long-term role as the sole teacher and lead of the IT department. In both positions, I was responsible for planning and delivering lessons and resources across KS3 and KS4.

2006 - 2013

#### County Print

##### Printer/Print Finisher

Responsible for printing and finishing various print jobs, including letterheads, booklets, and posters, and occasionally creating artwork using design software. Additional duties included answering phone calls, liaising with customers, and making deliveries, which helped develop my adaptability and problem-solving skills.