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Summary

I am a dedicated, hard-working software developer with over five years of programming and software development experience. From a young age, I have been fascinated with computers and I began teaching myself programming by experimenting with existing code, reading online tutorials and watching videos. Needless to say, I am a fast learner, dedicated in finishing projects, a keen problem solver, and have acquired a wide variety of skills over the years by working on different projects from server setup to writing x86 assembly. I work proficiently in a team and have extensive knowledge of version control and collaboration software including GitHub, GitLab, Trello and Jira. Programming is my passion, learning new things and furthering my knowledge is what pushes me to work harder.

Experience

Software Developer – Voice
iCabbi • Sheffield, UK

04/2019 - Present

- Was involved in re-writing the phone system automation booking platform
- The platform achieved up to 90% booking automation from phone calls
- Worked with Google speech to text api and Dialogflow
- Used a multitude of AWS Services in the making of the platform: Cloudwatch Logs, EC2 Auto Scaling Groups, Lambda, Event Bridge, RDS, DMS, API Gateway, ECS and AWS CLI
- Setup a multi-region database cluster using RDS and DMS for replication
- Designed a multi-tenanted database solution for each AWS region
- Worked as part of a team following the scrum methodology, using Jira to track tasks
- Was involved in weekly sprint planning sessions to plan which tasks needed to be completed next
- Helped the support team with bug fixes and diagnosing issues
- Implemented a PHP API in SlimV4 with a VueJS frontend - This included a visual call flow editor using flow diagrams
- Created a central location to store a list of all customer systems, which was built in Laravel. It could be accessed via a web user interface or a REST API.

Support Engineer/Dev Ops
DiSC Systems (iCabbi) • Sheffield, UK

01/2019 - 04/2019

- Helped first line with queries from customers
- Spoke directly with customers regarding issues that first line could not resolve
- Completed out of hours support for service affecting issues
- Hardware troubleshooting and provisioning - Mainly Polycoms and Yealinks
- Diagnosed and fixed bugs that were found on the system, creating pull requests and Jiras along the way
- Monitored and completed maintenance on customers servers running Centos 6-7 via SSH
- Performed AWS instance stop-starts when nessesary

Software Developer
BEIER360 • Sheffield, UK

07/2018 - 11/2018

- Worked on the mobile app which was written in Xamarin (C#)
- Wrote microservices/actors in C# for Azure Service Fabric
- Learnt asynchronous programming in C#
- Fixed bugs with the internal application which was used by the other employees
- Added new features to the internal application
- Setup a staging and development enviroment for Service Fabric
- Setup Jenkins to push development code on to the testing enviroments
- Used VMWare ESXI for the different enviroments

Freelance Developer

self-employed • Sheffield, UK

- Created website using DJango
- Created website using Wordpress
- Created website using Laravel
- Created website frontend and backend using AngularJS and ASP.net
- Developed features for a popular Arma 3 server in a languge called SQF
- Created a Chrome/Edge extension

Skills

- Fast Learner
- Terraform
- C++
- Jira
- Unreal Engine 4
- MySQL
- Source Control (Git)
- Problem Solving

- Amazon AWS
- NodeJS
- PHP
- VueJS
- Linux (Centos & Debian)
- HTML & CSS
- Collaboration
- CI/CD

Education

MComp Computer Science For Games

Sheffield Hallam University • Sheffield, UK   09/2016 - 11/2021

During my time at university, we primarily focued on C++. Firstly learning the basics, then moving on to pointers, templates and threading. Alongside this we had a mathematics module each year which taught us about the maths used in games. Optimization was also a large part of university, learning how compilers work and using this knowledge to write code in assembly languages like x86 and PowerPc. My most enjoyable and useful part of university was certainly the group projects which we took part in the last 3 years of university. These would consist of working with a team of artists to create a game in a short amount of time, a bit like a game jam. This really helped with project management and correctly estimating time for tasks.

Game Development and Interactive Media - Level 3 Diploma

Sheffield Peaks College • Sheffield, UK   09/2014 - 09/2016

My first year at college was mainly based on 2D game design and theory of how games are created. Learning about game design documents and project management. During this time we created a 2D game using Construct 2 and used Photoshop for sprites.
The second year at college was 3D based, this is where I learnt to model in 3DS Max and a little bit of Maya. I really enjoy modeling however it is not my strong point and prefer to write code. However I can really appreciate the work that goes into modeling. We also created games in Unreal Engine 4. For texturing we mainly used Photoshop and a bit of Substance Painter, mainly because it has just been released. Having a knowlege of 3D applications has helped me during university when recieving assets from artists which need things like pivots tweaking.

GCSEs

High Storrs Secondary School • Sheffield, UK   06/2009 - 06/2014

Hobbies & Intrests

- Running game servers in my personal time
- Enjoy learning and experimenting with new technologies, like VR
- Traveling and exploring new places
- Programming and creating new games and applications
- Taking apart, troubleshooting, and fixing equipment, from engines to computers

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References

Avaliable Upon Request