

I am a driven, creative and organised problem solver who excels most when challenged. I can pick up new concepts quickly as evidenced by the diverse commercial, academic and personal projects I have undertaken. I am confident using Spring, Java, Unity, C#, and JS, and have had exposure to Maven, ActiveMQ and Docker.

## Work Experience

**THG** Graduate Software Engineer at The Hut Group, Manchester October 2018 – Present

- Actively developing and maintaining numerous Dockerised Java Spring based REST microservices which integrate with a larger e-commerce ecosystem and communicate using ActiveMQ
- Given ownership and maintainability of Jenkins pipelines to continuously deploy and test releases
- Daily stand-ups, weekly sprints and bi-weekly retros accompany our Jira board to ensure team and cross-team communication and that work is time-boxed
- Responsibility from the beginning meant having to contact people internally to gather requirements and be entrusted to make decisions which have internal and business impact

**FACTSET** Software Engineering Intern at FactSet, London June 2017 – September 2017

- Developed a REST Web API which exposes a large dataset using C#
- Developed a web application which consumed the REST API using JavaScript, Bootstrap and AngularJS
- Applied continuous integration with Jenkins and worked within an agile framework
- Liaised with senior engineers from America regularly to ensure quality of development
- Had monthly application run throughs with a client from LA to gather any new requirements

## Education

 University of Manchester 2015 – 2018

- BSc Computer Science – 1<sup>st</sup> Class with Honours

## Projects

Unity Survival Game | in-progress

- Using Unity, C# and the Steamworks API to develop a P2P hosted coop survival game
- Using data-oriented design through Unity's new Job and Entity Component System for parts of the application to improve efficiency

Stendhal | completed

- Developed, debugged, built, tested and deployed an open source Java MMORPG in a team of five
- Implemented JUnit tests to ensure new features functioned correctly
- Used Apache Ant for building and Jenkins for continuous integration and deployment

## Hackathons

 Hajj Hackathon, Jeddah 2018

- Implemented a crowd movement simulation with Unity in C#, based on our automated crowd management system which uses TensorFlows image processing to detect free spaces to direct people

 Facebook Hackathon, London 2018

- Utilised NodeJS and Express to develop an application which scrapes EventBrite's API and constructs a timetable of events which offer free food within the user's locality

## Interests

**Graphics design** – I create graphics in my spare time, which includes work for organisations

**Swimming, athletics and the gym** – I enjoy keeping fit and was part of the UoM Athletics team

**Travelling** – Keen to explore new cultures and languages