CURRICULUM VITAE

Surname:	**Borgese**	Forenames:	**Alexander Thomas**
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Date of Birth	14/05/1994	Gender: Male	Nationality: British

Personal statement

Conscientious and reliable with the motivation and determination to excel and succeed. I achieve targets and deadlines working alone or as a team member. I have well-developed IT skills to support software development. I am adaptable and eager to learn new skills, with a passion for web development.

Education

2012 to 2015   University of Kent
BEng (Hons) Computer Systems Engineering 2012-2015
(IEEaccredited). Achieved a **1st with Honours**

Certification

2016   Oracle Certified Associate, Java SE 8 Programmer   75%

University Projects

Individual Project -   Developed of a small robotic buggy that used LDR's to follow a dark line around a track. This Involved designing the robot myself along with its implementation. I achieved a high first grade for it.

Group Project -   The Project involves using LM35 sensors to read a temperature of a piece of metal and relaying the information to a microprocessor, so that the user can input adjustments to the temperature. The system will then adjust to the desired temperature using heaters and fans. We then had to develop a presentation for our work. Our group achieved a high 2:1 for our work.

Final Year Project-   This project involves designing and producing an electronic glove for virtual reality. The glove gives feedback to the user when interacting with an on screen virtual object; this was interfaced via a LEAP motion device. I designed the game that the glove interacts in JavaScript. I achieved a First for this project.

Computing And Other Skills

- **Applications:** Sublime Text, MATLAB, PADS PCB development software, intellij, visual studio, Tina electronic package, MS Office, ModelSim (VHDL compiler), Microchip MPLAB, Unity.
- **Methodologies:** Agile Scrum, Agile Kanban, TDD, BDD, DDD
- **Programming Languages:** Java, HTML, JavaScript, ECMAScript 6
- **Frameworks:** React, React-native, Spring
- **Tools:** Git, GCloud, maven, NPM, Node, Docker, VirtualBox, Ansible, NGINX
- **Operating Systems:** Windows 7/8/10, Linux, Symbian, OSX
- Set up a home Ethernet Network including wireless networks and firewalls/routers
- Speak very basic conversational **Polish**

Work experience

March 2017 –

Gamesys (Front end Developer)

During my time as a front-end developer at Gamesys I learnt to deliver high quality websites, in React, under immense pressure. Along the way I've had to juggle learning new skills with the need to deliver products using these newly acquired skills.

Accomplishments:
- Over the course of a year I have been part of a small team that delivered 9 desktop websites using the same code base as the mobile version
- Acquired various skills ranging from a far better understanding of React and flux, to dev ops like tools such as NGINX and docker
- Passionate about introducing a more test focused way of working by starting an options TDD workshop for anyone interested

August 2015 - March 2017

Gamesys (Graduate Software Engineer)

During my time as a software engineer at Gamesys I rotated around the business every 5 months and joined several different teams.

Games Platform Poker Engine – Spend the first three months developing my Java skills and learning about Agile Development. Contributed to the Overall Test Coverage of the projects.

Player Services Front End Team – Developed components for existing websites, and created new components for the new Spanish venture. Learnt ECMAScript 6 from scratch.

Core Platform Team – Re-Implemented the login for the entire company, spent numerous weeks supporting the developer environments on on-call support and spent some time learning such Dev-ops tools as Docker and VIrtualBox

Data Warehouse – Created numerous proof of concept java projects that interact with the Google cloud. Designed the structure of these projects from scratch and gave presentations on the outcome of these POC's. This enabled the Data warehouse teams to consider the future of big data

June 2011	London underground, High Holborn (One week placement)
	Working on the CAD computer system to produce a production drawing of a bracket to support a motor alternator for trains on the metropolitan line.

Interests

Technology -   I am very interested in all types of technology e.g. computing and hand-held media devices etc.

Sport -   I regularly play football at work and I attend golf classes. I go to the gym regularly. Every Friday I participate in a football youth league where I am the captain of my team.

References - I am happy to supply these on request

GitHub Url - https://github.com/AlexBorgese