Daniel Allott

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Skills

C# - 6 year Javascript - 2 Years HTML with Bootstrap - 2 Years C++ - 1 year
Jest Testing framework - 18 months SQL - 6 month

Work & Education

Developer at CANDDi 2020 - Present
CANDDi provides software for identifying website visitors
Responsible for maintenance and new features on CANDDi websites
Tested and Improved Javascript front end and API code
Analysed and improved UK Company web scraper

University of Nottingham 2018 - 2019
MSC computer science.
Pass with merit 67%.
Dissertation project grade 74%.
Final year project on virtual reality visualisation of phylogenetic trees.
Modules including: Advanced Algorithms and Data Structures, Design Ethnography, Mixed Reality Technology, Linear and Discrete optimization, Games.

University of Hull 2015 - 2018
BSC computer science.
Upper second class honours.
Final year project on board game simulation and optimization.

Ashton sixth form college 2013 - 2015
A-levels in: Mathematics B, Computer science C, Physics C.
AS-level in: Further Maths D.

Glossopdale 2007 - 2013
GCSE: A* A A A B B C C C

Experience at CANDDi

- Responsible for maintenance of the CANDDi.com website using jekyll. Added a number of new features to the site such as quotes pages, as well as building static sites for other products.
- Build unit tests for large sections of untested API code and refactored code to improve quality.
- Worked on improving a web scraper that obtained UK company data from websites, major additions such as filtering by domain ending.
- Wrote style guide and testing doc for main product largely from scratch, and worked to make all views have consistent styles and iconography across the ten year old project.

Education Project work

Virtual reality visualisation of phylogenetic trees
Final year project for Nottingham MSC. A phylogenetic tree is a hierarchical graph used to represent evolutionary relationships between organisms. The project aimed to innovate phylogenetic tree visualisation's by using a number of different techniques. Most notably the use of 3D, VR, sphere coordinates, and hyperbolic space.

Games and Game-Jams
Regular game-jam entrant. Two time winner of the Hull University game-jam Three Thing Game, one time as the sole programmer (for examples see website). Multiple small experimental game projects in a variety of genres and utilizing a variety of techniques.

C++ Projects
A number of C++ projects with a couple of major projects. A C++ program that simulated and could solve sudoku problems utilising a basic unique candidate technique. In addition I optimized a hash table system in C++ in order to better understand the data structure.

Miscellaneous experience

Drivers licence
Full clean drivers licence.
Board Games society
Treasurer for the Hull Board Game Society for two years. Handled finances and ran events for a membership of 80 plus.
Charity shop
Volunteered at a charity shop for greyhound rescue. Handled the till, bank transfers, pricing and managed stock.