Jake Armer

Programmer

Contact

Website

jacobarmer.com

Email

jakearmer@hotmail.co.uk

Stats

Team Interaction

Communication

Professional Integrity

Technical Documentation

Ingenuity

Woodcutting

80/99
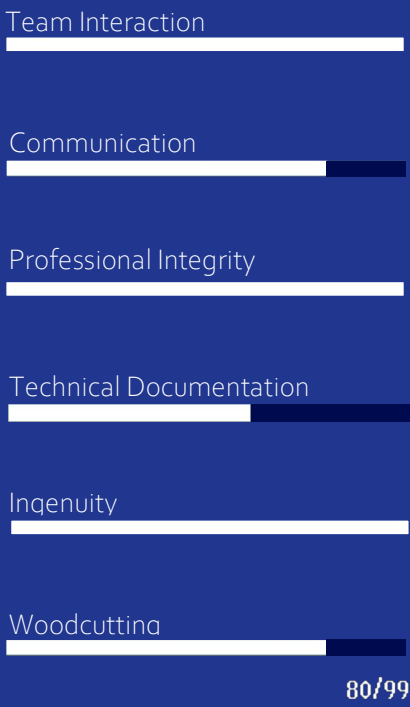
Languages

C#, Javascript, VB.net, SQL, C++, Java, Prolog, English

Interests

- Video Games
- Tabletop RPGs
- War Games
- Comic Books/Manga
- Film & Cinema

A programmer looking for a development position within the games industry. After a comprehensive experience of the full software development life cycle, I am seeking a fulfilling career working on a project I love and will be proud of.

References available upon request.

Experience

Sep 2020 - present

Junior Software Analyst

Wren Kitchens, Barton-upon-Humber

- Main languages used in this role: SQL, Java
- Assessing software functionality
- Submitting feedback to the development team via test reports
- Creating test automation suites
- ISTQB Certified Tester Foundation Level
- Experience in working from home during Covid-19

Jan 2020 - Jun 2020

Trainee Software Developer

Hull, East Riding of Yorkshire

- Main languages used in this role: VB.net, SQL, HTML, C#
- Working in a development team on multiple pieces of software
- Experience in working from home during Covid-19

Education

BSc Computer Science for Games Development

University of Hull, Graduating Class of 2019

During my time at university, I took on many group projects, which widened my skills and abilities in teamwork, leadership, and organisational skills. This also enhanced my confidence in my presentation skills and helped me to become a strong team leader.

Required Education

Pearson BTEC Level 3 Certificates in Creative Media Production (Television and Film) (QCF); Applied Science (QCF); IT (QCF); all completed with grade Distinction*

GCSE in Mathematics and English Language with Grade B

GCSEs in ICT, Biology, Chemistry, Physics, and History

Projects

Wren Kitchens Innovation Day 2021

The aim of the day was to plan, design and structure and piece of software for use by the business, leading a group of colleagues I had not worked with before. The concept was pitched to management and our product claimed first place. This has since gone on to further development to be implemented in the future.

Path through the dungeon

Whilst at University, I worked with some of my classmates on a project called "Path Through The Dungeon". This involved us forming a development team of five people to develop a twin stick dungeon crawler with randomly generated dungeons, organized on Gitlab.