

Jack Maskell

Full Stack Software Engineer

+447930 086803 | jack_maskell@hotmail.co.uk

CORE COMPETENCIES

JavaScript (jQuery, node.js), HTML 5, CSS, MySQL, Full-Stack Web Development.

ADDITIONAL COMPETENCIES

Python, Java, Ruby, Machine Learning, Adobe Photoshop, Adobe Illustrator.

PROFESSIONAL EXPERIENCE

Software Engineer

Darktrace, Cambridge

June 2021 – Present

- Developed JavaScript (node.js / jQuery) code to improve and expand the company's bespoke CRM platform.
- Worked with a MySQL backend to create database structures and write queries.
- Performed code reviews and gave feedback and release approval to merge requests.
- Created extensive reworks of legacy code, dramatically improving usability, maintainability and performance.
- Wrote large amounts of JSDoc documentation for previously undocumented code.
- Wrote end to end tests in cypress.
- Assisted newer developers in writing well-structured code.

EDUCATION

The University of Sheffield

1st in BSc Artificial Intelligence and Computer Science

Sep 2018 – Jun 2021

I graduated with a first in Artificial Intelligence and Computer Science and covered a wide range of subjects during my study including web development, data structures and algorithms, robotics, AI & machine learning, software reengineering, functional programming, 3D Computer graphics and speech processing.

The University of Sheffield

BSc Physics (Unfinished)

Sep 2016 – Jun 2017

I spent a year studying 2nd year physics at the University of Sheffield learning about things like classical and quantum physics, medical imaging, special relativity, astrobiology and programming in python.

The Open University

BSc Physics (Pass)

Feb 2014 – Oct 2015

I studied a foundation and first year in physics with The Open University where I learned fundamentals of Physics and Mathematics.

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AWARDS & PROJECTS

Community Flavor Pack - <https://communityflavorpack.com/>

Dec 2020 - Present

I am part of the core development team of Community Flavor Pack, the leading modification for Crusader Kings 3 with ~400,000 downloads. As part of this I work with a small team to add visual flavour to the game including clothing, headwear and historical courtrooms. I produce most of the 2D assets for the mod including textures for clothing and architecture and write the code to implement them in game.

Dice Roll App for Tabletop RPGs

Jun 2020 - Sep 2020

In the summer of 2020, I created a 3D, physics-based dice rolling app for use in tabletop RPGs in Unity Engine using C#.

Cookie Cutter Chrome Extension - Hackathon Prize Winner

Mar 2019

As a hackathon project I worked with a team of 3 over 24 hours to create a Chrome extension that removes invasive cookie popups without agreeing to give away your data.

Engineering in Business Competition - 1st Place Winner

Feb 2020 - Aug 2020

I worked in a multidisciplinary team of engineers to design and pitch a swarm robotics solution to spraying of fertiliser and pesticides in agriculture and won first place, progressing to the national finals where we won the people's choice award.