KIERAN NOBLE

FULL STACK DEVELOPER

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EDUCATION

Staffordshire University

BSc (Hons) Computer Science with Placement Year

2019 - 2023   First Class

SKILLS

Programming

Object-Oriented Programming

Web Development

Git / GitHub

Azure DevOps

C# (.Net Core)

PHP (Laravel & Livewire)

SQL (MySQL & MSSQL)

JavaScript

CSS / SCSS

React & NextJS

User Experience / Design

Adobe Photoshop

Adobe Illustrator

Adobe XD

Adobe InDesign

Invision

Figma

Cloud

Microsoft Azure

Amazon Web Services (AWS)

Google Cloud Platform (GCP)

Media Production

Adobe Premiere Pro

Adobe Audition

Avid Media Composer

Vegas Pro

EXPERIENCE

Pinewood Technologies / Graduate Software Developer

June 2023 - Present

Pinewood Technologies / Software Development Placement

June 2021 - June 2022

During my time as a Software Development Placement at Pinewood Technologies, I have learnt considerable skills in creating bespoke dealer group websites for brands such as Evans Halshaw, Stratstone and Car Store for our parent company Pendragon, as well as creating websites and tools so that these dealer group websites can be updated and managed without intervention from us.

I have gained experience in working in a fast paced and agile development team, jumping into anything I could do whilst striving to gain experience in technologies that I had never used before, such as ASP.NET MVC frameworks and Knockout JS, as well as furthering my skills in database management and SQL.

In my placement, I also had a three-week sprint in User Experience and Design team, where I independently created a dashboard design and implemented it using the technologies that I had already been introduced to, as well as having the opportunity to gain new skills in technologies such as SASS, which are usually more used by UX teams. I enjoyed the experience to take something from an idea, all the way into a finished product.

PROJECTS

ayloNet

March 2019 - Present

Custom created tools and services to manage IOT home automations and media services seamlessly across platforms and devices as well as providing secure external access and automatic fail over

BackSlashServers

July 2013 - March 2019

Hosted a range of distributed game server, amassing 75,000 unique players and over 1,000,000 hours of online player time.

Created custom tools to allow for distributed servers to communicate with one another and to create a seamless gameplay experience for players connecting to different nodes, acting as if they are connected to one game server, whilst providing lower latency to clients

VOLUNTEERING

Staffordshire University / Student Mentor

October 2020 - December 2020

Dudley Sixth (College) / Student Mentor

September 2018 - June 2019

RSA Academy / Student Mentor

September 2016 - June 2017