KIERAN NOBLE

FULL STACK DEVELOPER

EDUCATION

Staffordshire University

BSC (Hons) Computer Science w/ Placement Year

2019 - Present

(2023 Graduation

SKILLS

Programming

Object-Oriented Programming Web Development Git / Version Control Azure DevOps

C# (.Net)

PHP (Laravel & Livewire)

SQL

Javascript

CSS / SCSS

Knockout.js

Cloud

Amazon Web Services (AWS) Google Cloud Platform (GCP)

Media Production

Adobe Premiere Pro Adobe Audition Avid Media Composer Vegas Pro

User Experience / Design

Adobe Photoshop Adobe XD Adobe InDesign Invision

EXPERIENCE

Pinewood Technologies / Software Development Placement

June 2021 - Present

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.

I am thankful for all the opportunities that this placement has brought me, and I am excited to continue to grow at Pinewood on my return as a graduate.

PROJECTS

avloNet

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