Qualifications

Higher Education – Postgraduate
- Postgraduate Certificate in Education – Level 7
- Qualified Teaching Status – Pass

Higher Education – Undergraduate
- BSc Computer Science – 2:1

Further Education – A Level
- Maths – D
- ICT, English Language – B

Further Education – AS Level
- Business Studies – C
- Computer Science – A

Secondary – GCSE
- Maths, Biology – A
- Chemistry, Physics, Geography, Graphics, English – B
- Computing – C
- Business Studies – Level 1 Distinction
- Physical Education – Level 2 Merit

Previous Work Experience

A portfolio of personal software projects can be found here – bailym.dev

Teacher of Computing (Multiple Schools)   September 2021 – June 2022

After completing my degree I decided to undertake SCITT (School-based, Initial Teacher Training) During this time I worked in two local secondary schools as a trainee teacher. This was an incredible experience which presented many challenges and opportunities to develop myself both personally and professionally. I learned the importance of thorough planning, high quality practice and how to uphold high standards for myself and my students. My confidence has seen a huge increase during this time as demonstrated that I was a dependable, respected, and professional teacher. As well as subject knowledge, I also needed a comprehensive understanding of teaching and learning, pedagogy, metacognition and safeguarding of young people. Each day presented its own set of challenges and situations to deal with. For this I needed to be adaptive, professional, and proactive in my day-to-day work to ensure students were safe, engaged and making progress both in and outside of school. Other transferrable skills from my teacher training include leadership, project management, ICT skills, accountability and building positive relationships with colleagues and students.

Quaife.net   July 2019-March 2020 (*HTML, CSS, React.js, Node.js, Express.js*)

As part of my studies at the University of Plymouth, I undertook a one-year sandwich placement at Quaife.net, a local financial services company. My role as a Junior Developer involved the development and maintenance of web-based systems. This required a level of commitment, self-motivation, and a high capacity to learn new languages and technologies. I worked closely with the business' senior developer, who was based in the United States. This was hugely beneficial as I learned a range of new languages, frameworks and techniques which developed my skillset for future projects.

I worked as a full stack developer on some projects which exposed me to a wider spectrum of challenges. I developed my knowledge of requirement analysis, front and back-end development, AWS web hosting, MySQL, RESTful APIs, and project management amongst other things. Other day to day tasks included designing professional HTML email campaigns, assisting with development of the online banking system, and providing valuable data and insights to the operations and support teams.

One project I was particularly proud of was the management system; a web-based software that provided real time and historical business insights such as transaction counts, transaction rejection rates and

revenue estimates for individual merchants. The purpose of this system was to provide a central hub for analytical data which could aid decision-making across the business. I took the lead on developing this system, being responsible for design, full-stack development, and maintenance. The management system supported the operations and customer support teams in their day-to-day work as they could rely on the analytical data to make well informed decisions and communications with clients.

Office Outlet (Formerly Staples).   Nov 2015-May 2017, Oct 2018-March 2019

As a 'Sales Associate' I was required to fulfil many different duties around a busy retail store. This position allowed me to develop vital interactional skills with both customers and colleagues. I was relied on to plan, design and maintain areas of the store both independently and as part of small teams. This furthered my team working and organisation skills. This role heavily involved face-to-face sales. This required me to have an extensive knowledge of the products and services available. This was especially true when selling PCs, laptops, tablets, software etc. where existing knowledge allowed me to become an effective salesperson. I needed to demonstrate versatility with this job as I was often required to assist in other departments as well as my own. This would sometimes add elements of urgency to tasks which meant I was having to work under pressure at times. It also meant I had to have a general understanding of these departments.

Other Strengths and Skills

- Working knowledge of computer hardware, software, and architecture.
- Experience with different programming languages/frameworks. (Java, C#, Python…)
- A desire to learn new languages, technologies, and skills.
- 3D printing and basic 3D modelling.
- Networking hardware and software.
- General ICT skills (word processing, spreadsheets, databases etc.)
- Micro-controllers, single board computers and basic embedded programming.
- Fundamentals of game development in Unity.
- Basics of android app development (React native + Expo)
- Qualified Teacher Status (Computing KS3, KS4, KS5)
- A Minecraft mod with 500k+ downloads (Java)
- UI design in Figma.
- Basics of WordPress CMS.

Personal Statement

I've lived in Cornwall all my life. I like to travel around to see new places however I've always wanted to stay in Cornwall for work. Staying close to my friends and family is something I see as especially important. I'm also very insistent on having a good work-life balance and staying in Cornwall allows me to do so. As a professional I would like to consider myself reliable. I hold a great appreciation for thoroughly planned projects delivered to a high standard. I would consider myself to be more introverted but I'm capable of working effectively and professionally within a team.

One obvious interest of mine is computing, I enjoy working on projects related to my interests and hobbies. I have a particular interest in video game culture and enjoy collecting various games, cards, and figures. Outside of this some hobbies include collecting vinyl records, playing football and 3D printing/modelling. Some projects I have worked on in my own time include a Raspberry Pi retro arcade cabinet, a Pi smart mirror, Minecraft mods/servers, and some basic Unity games. Some online projects can be found here: **bailym.dev**

As a recent graduate and qualified teacher I'm looking to get back into software development as a career. My experience so far is largely focused on cross platform web development and UI design, but I'm open to exploring new disciplines and roles to keep my skillset broad. I'd be especially interested in a role that draws upon my skills gained as a teacher as well as my experience as a software/web developer.