Michael Barnett

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Personal Profile

Since graduating I have been teaching myself programming, primarily using python. I have also covered C# and have built a website using Django as a framework. I have a strong background in logical thinking and abstract problem solving.

I want to work as a developer because I have a passion for solving problems and working in a logical and analytical manner, I want to invest my time into producing something that will be a tangible item. That is why I decided to invest in myself and take the Just IT Development Programme, in order to provide structure to my study and give me the confidence that I have a well rounded understanding of the skills necessary to succeed as a developer.

I am excited by a career in software development because it combines the enjoyment I derive from mathematics and philosophy such as the solving of abstract puzzles and using logic to provide strong evidence to persuade. Software development has the additional benefit of the final product being more tangible and concrete and having greater potential effect on the world around me.

Education and IT Training

05/16-Present **Just IT Training Ltd, London**
Development Professional Programme

- MTA Software Development Fundamentals (Expected 2016)
- MTA HTML5 Web Application Development Fundamentals (Expected 2016)
- MCSD Programming in HTML5 with JavaScript and CSS3 (Expected 2016)
- MCSD Developing ASP.NET MVC Web Application (Expected 2016)

09/11-07/14 **Birkbeck College, London**
B.A Philosophy 2:1 (hons)
Core Modules: Political philosophy; Logic; History of philosophy; Ethics
Final Year Dissertation: *"The defensibility of coherentist belief systems" - an analytical look at the justification of a specific system of beliefs that rely on the idea of beliefs justifying one another depending on how well they support each other (cohere) while denying the existence of self-evident beliefs.*

During my philosophy degree I worked independently while managing to meet weekly submission deadlines. I developed my ability to read and logically critique arguments for a premise. Studying philosophy further developed my ability to think logically and construct arguments that flow logically from one another in the same way that problems in software development require an understanding of logical state of a system.

09/07-07/10 **University College London**
Mathematics and Astrophysics
Core Modules: Mathematical Methods, Algebra, Analysis, Thermodynamics, Classical Mechanics

During my study of mathematics, I developed strong problem solving capabilities including the ability to break a problem into smaller problems with known solutions and combine and apply them to solve the initial complex problem.

09/94-07/07 **British School of Brussels, Belgium**
A Level: Further Mathematics(A); Mathematics(A); Physics(A); Chemistry(C)

GCSE: 11 A*- B grades in subjects including Maths and English

IT Skills

Software Development Skills:

- Familiar with bootstrap
- Used a python library to send raw SQL to a Postgres Database I created.
- Used python to design a GUI for a script I wrote to deal with the data returned from the database.
- Building a website using django as a web framework has given me familiarity with object-oriented programming, using an object relational mapping to use data stored in a SQLAlchemy database.

Web Technology:
I used HTML, CSS and javascript to build my portfolio and frontend website for several projects. I used bootstrap and jQuery while building them to provide an effective and attractive look to the page while allowing me to make the design responsive with bootstrap and interactive using jQuery selectors.

Core Programming Languages:

- Python + Django
- HTML 5
- CSS
- C#

Projects:

FFHelper - Recommends players for a user's fantasy American football team. Data was collected into a postgres database by scraping a series of webpages. The project then connects to the database, performs some manipulation of the data and presents it to the user in an interactive graphical interface providing recommendations based on player's past performance, availability and position played.

Score Predictor Website - A website I built using Django that allows a user to log on and guess which team they think will win a sports match or matches and by how many points. The website tracks all the users guesses and allows the admin to enter the actual result and calculate the relative performance of each user based on a points system, each user's points is then reflected in a rankings table on the homepage.

Interests and Achievements

Computing: In addition to the projects I have written about above I have completed several courses on Codeacademy.com, and followed several more advanced Python tutorials in topics such as, using an api; Data visualisation using matplotlib; and web scraping using scrapy. I also built my own desktop computer using parts that I researched and budgeted myself.

Hobbies:
Sport: Weightlifting, Snowboarding, fan of Rugby and NFL. I enjoy playing both cooperative and competitive board games.