

Ben Sheridan-Edwards

Junior Software Developer

📞 07581285296

@ bensheridanedwards@gmail.com

📍 Cheshunt, Hertfordshire



PERSONAL SUMMARY

I'm a Software Developer and Maker's graduate, skilled with JavaScript and Ruby. I've created over 20 full-stack applications using test-driven development and object-oriented programming. I believe I can learn anything, solve any problem, and be adaptable in any situation. I'm enthusiastic about everything I choose to do in life and love working in a team helping others to succeed alongside me.

PROJECTS

My Full-Stack JS Projects - React, Redux & Node

🔗 https://github.com/BenSheridanEdwards/React_Portfolio

Below you'll find a brief overview of my latest React projects with full and complete documentation for each project on GitHub.

Tech Stack:

JavaScript, React, Redux, Node, Jest, Enzyme, CircleCI, Code Climate, Firebase

My Projects:

- **Video Player:** Search application for videos using YouTube's Data API
- **Image Search:** Search application for images using Unsplash's Photo API
- **Season Teller:** Show the season based on a user's location and the time of the year, using Chrome's Geolocation API
- **Song Detailer:** Showcases a list of Songs and song details when selected
- **Jotto:** Word game where users attempt to guess a random secret word

Maker's Projects - JavaScript & Ruby

📍 Maker's Academy

🔗 https://github.com/BenSheridanEdwards/Makers_Portfolio

At Makers, I learnt how to build full-stack applications with test-driven development, working as a part of an agile team. We collaborated on GitHub projects using pull requests and did regular code reviews to simulate real-world projects with continuous integration and deployment. We aimed to produce high-quality code that was well-tested, readable and maintainable.

A few of my Maker's Projects included:

Acbebook (Facebook Clone) - Agile Team Project

Ruby on Rails, JavaScript, jQuery, CSS, HTML, RSpec, Travis CI, Heroku

Features:

- Sign Up & Login
- User walls, where any user can post and comment on posts
- Users can add, edit, and delete their own posts and comments

MakersBnb (Airbnb Clone) - Agile Team Project

Ruby on Rails, JavaScript, jQuery, CSS, HTML, RSpec, Travis CI, Heroku

Features:

- Sign Up & Login
- See available properties, choose your dates, and make booking requests
- List your own property, and manage booking requests from other users

Build a Bank - Solo Project

Ruby, RSpec

Features:

- User Balance
- Deposits & Withdrawals
- Print a statement with a user's transaction history

SKILLS

Languages

JavaScript

Ruby

CSS

HTML

Libraries & Frameworks

React

Redux

jQuery

Rails

Node

Sinatra

Testing

Jest

Enzyme

Jasmine

RSpec

Capybara

Game Development Technologies

Unreal Engine 4

C++

Blueprints

CERTIFICATIONS



Modern React & Redux 2020

Completed Udemy's Course by Stephen Glider (Software Architect).

Teaching React, Redux, React Router and Hooks with Create-React-App.



React Testing with Jest & Enzyme

Completed Udemy's Course by Bonnie Schulkin (Software Engineer at Lyft).

Teaching Jest and Enzyme for Test Driven Development with React, Redux and Hooks.

EDUCATION

A-Levels

Oaklands College

📅 2013 - 2015

- Biology (A), Chemistry (B), Physics (C)

10 GCSEs & IT Certificate

Goffs Academy

📅 2007 - 2012

- 4A*. 4A. 1B, 1C
- IT Certificate Grade: Distinction

PROJECTS

Maker's Final Project - Paladin's Path (Game)

📍 Maker's Academy

🔗 https://github.com/BenSheridanEdwards/Makers_Paladins_Path

Paladin's Path is a third-person, open-world battle game built with **C++** and **Unreal Engine 4**.

Using the skills we learnt at Maker's, we were able to pick up and use these two new technologies with the principles of test-driven development and object-oriented design, working as an agile team.

Since starting the project over a month ago, I've implemented:

- **Player mechanics** - Health & Ranged Attacks
- **Enemy AI** - Sense perception, guard patrol paths, chasing and attacking the player
- **Damage Types** - Creating 3 player ranged attacks based on fire, ice, and earth that varied in effect against the fire, ice, and rock enemies in our game
- **Animation** - Adding movement and attack animations for both the player character and enemies
- **Blending** - Blending movement and attack animations
- **Level Design** - Architecting the map layout and building the terrain

PROFESSIONAL EXPERIENCE

Junior Full Stack Developer

Maker's Academy

📅 10/2019 - 02/2020 📍 Shoreditch, London

Maker's Academy is a 16-week intensive coding bootcamp focused on teaching the fundamentals of software engineering with Ruby & JavaScript.

During my time at Makers, I learnt:

- Principles of object-oriented design and test-driven development
- How to write clean, reliable, and maintainable code
- Pair-programming in the driver-navigator style
- How to work in an agile development team with XP values
- Collaboration on GitHub projects with continuous integration and automated deployment

Talent Manager (Technology)

WorksHub

📅 10/2018 - 10/2019 📍 Shoreditch, London

WorksHub is a technology hiring platform that uses chatbots, matching algorithms, and open-source data to match software engineers with jobs.

- Brought in to grow our JavaScript team, I built relationships with 20 companies across Europe and helped them to recruit software engineers through our platform
- I designed workflows to automate processes and used web scraping to pull data from social media sites like LinkedIn
- I learnt to code with JavaScript to help my candidates better understand the technical tests and the feedback given by the companies they were interviewing with
- I worked alongside our in-house development team - Attending product meetings, collecting user data and providing feedback on user experience

PASSIONS

🔗 Coding

📖 Reading

🧘 Meditation

🧘 Yoga

🏋️ Strength Training

🎮 Gaming

THINGS I'M PROUD OF



My Final Group Project at Maker's Academy

As one of the more charismatic members of the group during my final project, I took the lead in aligning us all to work as an agile team with daily stand-ups, retrospectives, and regular whiteboarding sessions, to ensure we all knew which features we were prioritising, and what each pair was working on that day.

In our daily stand-ups, I encouraged everyone to contribute by sharing what they'd done, what went well, and what they were working on, as well as share any blockers they anticipated they would face that day, so we can could together to find solutions.

This approach of balancing high-quality delivery with speed, whilst challenging and supporting each other to grow is what I was proud of during this project, as it led to an intensely productive and enjoyable experience working as a development team.



Ran a weekly TDD Process Workshop

At Maker's Academy, I took on 4 mentees, and ran weekly workshops to initially share my experience recruiting software developers in London.

But these sessions quickly transformed into me leading group coding process workshops that applied the principles of TDD to creating simple applications from scratch. Alongside this, we also discussed TDDs impact on improving code quality, readability and maintainability over time.



Organised a Tech Meetup

When I was at WorksHub, I organised a London Functional Programming Meetup at Revolut's offices in Canary Wharf, which was attended by over 150 people. I helped set up the event, organise the speakers, and showcase our platform to the functional programming community.

FIND ME ONLINE



GitHub

github.com/BenSheridanEdwards



LinkedIn

linkedin.com/in/bensheridanedwards