Gerome Marc Braddock

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Summary

I am a determined, decisive and hard-working individual with bi-lingual (English/Spanish) communication skills and the ability to explain complex topics in easily understandable ways. I have a love for learning new skills and find that adapting to the needs and requirements in a job is the key to success.

Experience

Junior Software Engineer, Placement year + rehire contracted
August 2017 – July 2018, Part-time *September 2018 – Present*
West Control Solutions, Brighton, BN2 4JU

- C# development in Visual Studio. Bug fixing, multithreaded feature implementation, creating custom software tools for dev testing, C code generation based off XML definitions, all written in a Test-Driven Development methodology.

- Tortoise SVN for version control.

- Experienced in agile methodology Sprint/Scrum.

- Adept in using Jira to keep track of the team's sprints. Use of burndown charts and tracking of story points to accurately estimate deadlines.

- Embedded firmware development using GTest for a Test-Driven Development approach.

- Code reviews done in Atlassian's "Fisheye + Crucible".

- Experienced in Jenkins continuous integration tool, including automatic deployment of installation packages to reduce human error and time taken for testers to receive updates.

Education

University of Brighton, East Sussex
Computer Science BSc (Hons) – Predicted First
September 2015 – June 2019

Second year modules:
    Data Structures and Algorithms **A+** (85%)
    Intelligent Systems **A-** (73%)
    Computer Systems Architecture **A-** (73%)

First year modules:
    Programming **A+** (92%)
    Mathematics **A+** (85%)
    Introduction to requirements analysis **A+** (80%)

(Transcript available on request)

Colegio Hispano Britanico, Lanzarote - Spain
A-levels: Spanish A (with distinction in Speaking), Physics B, Math's C

GCSEs, 9 A* to C grades including:
>   Spanish A*, English Language A, Math's B

Projects
Emlin, Third year individual project
My final year project of university, Emlin is a machine learning project that is being written in python, using Scikit-Learn and TensorFlow in order to distinguish between users based on their keyboard input habits in order to detect intruders.

The data was collected by participants using a key-data collection tool written by myself in C# using a TDD methodology. The aim is to compare machine learning models, finding which ones work best and are able to detect intruders the fastest (KNN, Neural Nets, RFT, SVM).

Honesty Shop*, Lanzarote Retreats SL
Written in Java, JavaFX, and MySQL and version control in GitHub, the Honesty Shop is a self-checkout and stock control system spread across multiple devices across the complex.

After recognizing the inefficiency of the current system, I offered my paid services to the company to automate the process for the customer and staff. The program keeps count of the client's bills, generates and emails bills to the office. Keeps track of stock, generates shopping list and alerts staff when levels drop too low. Currently has over 30,000 purchases.

Software and System Skills
- Python, using PyCharm and Jupyter. Made highly addictive 2 player game, XXOs*.

- Data visualisation using PyPlot and Excel.

- Object oriented design patterns. Reproducing Gang of Four design patterns* in C#.

- Skills in SQL and querying using Microsoft SQL Server Management System. MySQL and client MySQL Workbench.

- Android development in Java, created 2 apps. Accepted into the Android Developer scholarship program offered by Google.

*Available on GitHub

References
Manager, Chris Jameson-Groves
Senior Firmware Engineer
Chris.Jameson-Groves@West-cs.com

Project supervisor, Gulden Uchyigit
Deputy Head of School, Computing, Engineering and Maths. Personal tutor.
G.Uchyigit@brighton.ac.uk