Charlie Tanner

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Diligent young professional with an affinity for programming and technology.

Programming Skills

Proficient with **HTML**, **CSS**, **JavaScript**, **Vue.js**, **MySQL, Python**, **Bash**, **Windows Terminal/Powershell**, **GIT**.
Familiar with **C**, **C++**, **C#**, **React**, **Node.js**, **Pascal**, **Perl**.

Professional Experience

Front-End Web Developer at **Cocuro** (start-up)   **June 2020 - December 2020** (6 months)

Front-end design and development of a housing co-op management web app in **Vue.js**, following responsive web design principles and making use of **Vuex** and **Vue Router**.

DevQA at **Feral Interactive**   **September 2017 - October 2019** (2 years)

Developed and maintained a cross-platform automation suite for video game performance testing.
- Develop benchmark scripts written in **Python** for a distributed job system, designed to work with over 20 games with support for **Mac**, **Linux**, **Windows**, **iOS**, **Android**, and **Nintendo Switch**.
- Designed and scripted a system for queueing, running and processing benchmark jobs locally.

Worked closely with external partners (i.e. operating system and driver teams):
- Investigating partners' technical questions and providing timely, accurate answers.
- Writing and sending agendas for weekly meetings.

QA Tester for **Feral Interactive**   **January - September 2017** (8 months)

Tested a wide variety of games on Mac, Linux and iOS, logging issues found in **Atlassian JIRA**.
Organised the beta testing of macOS High Sierra.

QA Tester for **Penny Black Studios**   **July - October 2016** (4 months)

Tested a title for PSVR, finding and logging issues with **JIRA** and producing regular summary reports.

Education

Additional Courses

Vue - The Complete Guide by Maximilian Schwarzmüller, Udemy
The Complete Web Developer: Zero to Mastery by Andrei Neagoie, Udemy

BEng Aerospace Engineering, University of Bristol (2:2)   **2012 – 2015**

Module in basic **C** programming, and two modules on **MATLAB**, including using **Simulink** for rapid prototyping.
Achieved first place in an extra-curricular ARM Microcontroller Competition by writing an Etch-a-sketch program in **C** including a driver for analogue display output over digital output pins.

Watford Grammar School for Boys   **2005 – 2012**

A Level Maths (A*), Physics (A), Computing (A) and Further Maths (B)

Other roles

Social Committee Member at **Feral Interactive**   **2017 – 2019**
President of Computer Gaming Society at **University of Bristol**   **2014 – 2015**

References can be provided on request