Connor Jenkins

Academic Achievements

The Dearne ALC High School — Goldthorpe
GCSE 8 GCSEs (A-B, 1-9) Mathematics & English Literature - 5 English Language – 4 — 2011 - 2017

Barnsley College — Barnsley
BTEC Level 3 IT Extended Diploma – DDD — 2017 – 2019

Sheffield Hallam University — Sheffield
BSC (Hons) Computer Science Computer Science - Honours Degree 2:2 — 2019 - 2022

Work Experience

BMBC – Barnsley Metropolitan Borough Council
IT Assistant — 2016 – 2016

Acting as an ICT Assistant I was mentored by professionals responsible for the BMBC website, which provides information to citizens across Barnsley. I contributed to a variety of tasks involving the setup of IT systems and project development. This position provided me with an inside look at the development process, as well as providing me with a clear understanding of the required level of communication and commitment required.

- Management and setup of IT devices within the workspace.
- Engagement of the local community to provide support.

Educational Achievements & Subjects

University 1st Year:
Algorithms and Data Structures - Fundamentals of Computer Architecture - System Modelling - Mathematics within Computer Science - Programming within Computer Science.

University 2nd Year:
Algorithms and Data Structures 2 - Database Systems for Software Applications - Fundamentals of Programming Languages - Object Oriented Programming - Software Engineering: Concepts and Methods.

University 3rd Year:
Concurrent and Parallel Systems - Functional Programming - Programming "Things" - Case Studies in Software Design - Project (Technical Computing).

College:

Cyber Security and Incident Management - Project Management- Enterprise in IT - Mobile apps Development.

Projects

RC Laser Tanks.

This project involved using a Zumo track controlled robot to produce a physical game of Laser Tanks. Various modules and hardware were added to the Zumo robot in hand with different programming practices.

- *Development of C++ Code within the Arduino IDE*
- *Development of a C++ Windows interface to interact and report any user interactions*
- Implementation of external hardware to the Zumo (IR sensors & BlueTooth Modules)

Flight Tracker.

A web application which allowed the tracking of Flights across the United Kingdom. This project involved 5 fellow students, where I acted as the team leader. Designating tasks and tracking progress.

- *Utilization of the Agile methodology*
- *Utilization of various API's including Googles Maps Platform & SDKS*
- *Implementation of HTML, CSS and Javascript in hand with Vue.JS*

Project (Technical Computing) - Virtual Part Viewer.

As a part of my final project during University, I produced a 3D model viewing website. This website allowed individuals to view 3D representations of computer components, as well as interact with them. Interactions allowed the user to find information about certain parts located on a piece of hardware.

- *Building of the website using HTML and CSS*
- *Implementation of Three.js for object implementation*
- *Implementation of a database to hold objects and assisting information.*

Technical Skills

Languages:

C++, C, C#, HTML, CSS, Java, JavaScript, Clojure, Three.js

Tools:

Github, Node Red, Bootstrap, Node.js, Trello, Visual Studio, Visual Studio code, IntelliJ IDEA

Frameworks:

Vue.js