Connor Jenkins

www.connorj.tech

EDUCATION

Sheffield Hallam University   **2019-2022**
Bsc(Hons) Computer Science
- Algorithms & Data Structures - System Modelling - Object Oriented Programming - Database Systems
- Mathematics within Computer Science - Concurrent & Parallel Systems - Functional Programming

Barnsley College   **2017-2019**
BTEC level 3 Extended Diploma IT
- Cyber Security & Incident Management - Project Management - Data Modelling
- Mobile Apps Development - Computer Games Development - Website Development

SKILLS

- **Programming Languages:** C#**,** C++, HTML, CSS, Javascript
- **Frameworks:** Vue.js, BootStrap, Three.js
- **Project Management:** Git, Github.
- **Other:** Node.Red, Visual Studio, Visual Studio Code, IntelliJ, Figma, Arduino

WORK EXPERIENCE

Barnsley Metropolitan Borough Council   **2016**
Software Intern
- Design & development of high fidelity prototypes utilising **Html**, **Css** & **Javascript**
- Collection of data metrics to assess the performance of provided solutions.
- Engagement of the local community to provide support & receive feedback.

VOLUNTEER EXPERIENCE

Online Community   **2022 - Present**
Assistant app developer   remote
- Development of assistive solutions utilising **LUA** & graphical interfaces.
- Implementation of **RESTful API's** and **light-weight databases**.
- Providing assistance with user-setup and troubleshooting.

PROJECTS

Flight Tracker
- Developed using the **Vue.js** framework in hand with **CSS** & **HTML**, the web-solution provided the ability to view flight-path data over the united kingdom.
- Implementation of the Google Maps **API**, in hand with a proprietary **API**, which sourced flight data. Utilising **Javascript**, flight paths were displayed & interactable markers were added to provide additional information.

Laser-Equipped track controlled vehicles
- Developed using Zumo 32u4 robots which were equipped with Lasers & IR sensors. Users could wirelessly control the robots utilising **bluetooth** & a controller of their choice (**XInput**).
- Development of commands & functionality **Arduino (C++).**
- Development of the user-interface utilising a **C++** windows form and connectivity with **Node-Red**.