

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

WORK EXPERIENCE

Guild

2022 - Present

Assistant app developer

remote

- Implementation of assistive solutions utilising **LUA** & a custom graphics library to improve user response time.
- Implementation of **Rest API's** and a **light-weight database** to enable background tracking..
- Providing assistance with user-setup and troubleshooting.

Barnsley Metropolitan Borough Council

2016-2017

Software Intern

- Development of high fidelity prototypes utilising **Html, Css & Javascript** to assess public interest.
- Collection of data metrics to assess the performance of internal solutions.
- Engagement of the local community to provide support & receive feedback.

PROJECTS

Flight Tracker (Vue.js)

- Using the **Vue.js** framework, the web app provided the ability to view flight-paths over the united kingdom.
- Implementation of the Google Maps **API**, in hand with a proprietary **Rest API**, which sourced flight data.
- Developed a dynamic webpage to view and interact with data using the **vue.js** framework.

Laser-Equipped track controlled vehicle(C++, XCTU, Node.red)

- Users could wirelessly control ZumoU32 robots utilising **bluetooth(XCTU)** & 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**.

2D Fighting Game (HTML, CSS, Javascript)

- Configuration of hit detection which allowed the players to collide and reduce each other's hit points.
- Implementation of a physics "gravity" to limit the player to the provided platforms.

SKILLS

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