

# CONNOR VALERIO

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## INTRODUCTION

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I am a University of Southampton, Computer Science graduate looking to start my career as a software developer. I am eager to utilise my problem-solving skills in a junior-level role where training opportunities are plentiful.

## RECENT EXPERIENCE

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| DEC 2018 - JAN 2019 | <b>UDEMY WEB DEVELOPMENT COURSE</b><br><i>HTML, CSS, Bootstrap, jQuery, Node &amp; Express.js, EJS, REST APIs, MongoDB</i><br><a href="https://www.udemy.com/the-complete-web-development-bootcamp">udemy.com/the-complete-web-development-bootcamp</a><br>A course that further advanced my knowledge of a number of modern web technologies. Consisted of 40 hours of lectures and a number of different projects & challenges.                  |
| OCT 2018 - NOV 2018 | <b>REFACTORING</b><br><a href="https://github.com/ConnorValerio/valerio-ecs-mud">valerio-ecs-mud.herokuapp.com</a><br>Re-factored university projects and uploaded them to Github. In particular, ECS-MUD now uses up-to-date libraries and JavaScript ES6 (redeployed it at the above link).  |
| AUG 2018 - SEP 2018 | <b>SUDOKU SOLVER</b><br><i>Python &amp; Depth-First Search</i><br><a href="https://github.com/ConnorValerio/SudokuSolver">github.com/ConnorValerio/SudokuSolver</a><br>An algorithm that attempts to solve a sudoku logically before deploying a brute-force, backtracking algorithm (DFS) to find a solution.   |
| JUN 2018 - AUG 2018 | <b>INVOICING APPLICATION</b><br><i>Java with JavaFX, JAXB, iText, Javax.mail &amp; PDFBox</i><br><a href="https://github.com/ConnorValerio/InvoicingApp">github.com/ConnorValerio/InvoicingApp</a><br>An invoice-generating tool that creates, stores and sends invoices. Sends invoices through Google's SMTP server. Save and restore functionality uses the local file system & XML files generated by JAXB for the (un)marshalling of objects. |

## EDUCATION

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| SEP 2013 - JUN 2016 | <b>BSc (Hons) in COMPUTER SCIENCE, University Of Southampton</b><br>Dissertation: (See University Experience)   Supervisor: Dr. Corina CIRTEA<br>DEGREE CLASSIFICATION: 2:1 |
| SEP 2011 - JUN 2013 | <b>A Levels, Charles Darwin Sixth Form</b><br>MATHEMATICS (A), BUSINESS STUDIES (A), INFORMATION TECHNOLOGY (B)<br>APPLIED SCIENCE AS LEVEL (B)                             |
| SEP 2007 - JUN 2011 | <b>GCSEs, Charles Darwin School</b><br>13 GCSEs Grade A* to C including MATHEMATICS (A*) and ENGLISH (A)  |

## UNIVERSITY EXPERIENCE

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SEP 2015 - APR 2016	<b>INDIVIDUAL PROJECT (DISSERTATION)</b> <i>Exploring the Concept of Causal Consistency &amp; Applying it to a File Collaboration Application</i>   Final Mark: 68% After researching a range of consistency models, I designed & created a file-collaboration tool in JAVA. Using JGroups & JDBC (with SQLite) APIs, I developed a P2P application that implements the causal consistency model with save & restore session functionality.
SEP 2015 - JAN 2016	<b>TUNER (CLOUD APPLICATION DEVELOPMENT COURSEWORK)</b> <i>Python &amp; JavaScript</i>   Coursework Mark: 76% We developed a web-based playlist tool called TUNER. It relies on YouTube's API and is deployed on Google's Cloud Platform. Aside from writing server-side code, I also wrote a Cron scheduler to delete stale playlists & implemented cookies.
DEC 2015 - JAN 2016	<b>COLLABORATIVE FILTERING RECOMMENDER SYSTEMS</b> <i>Java using SQLite (JDBC)</i>   Coursework Mark: 73% Given a large quantity of incomplete records, we wrote user-based and item-based algorithms to make predictions for missing song ratings. We wrote the algorithms using JAVA and SQLITE3 for database access.
OCT - NOV 2015	<b>MULTI-USER DUNGEON COURSEWORK</b> <i>JavaScript &amp; Node.js</i>   Coursework Mark: 80% Following a specification, I developed a text-based MUD game using JAVASCRIPT and the NODEJS runtime environment. A range of game commands were implemented. The game itself was deployed on HEROKU's CLOUD APPLICATION platform.
JAN - MAY 2015	<b>SOFTWARE ENGINEERING GROUP PROJECT (RUNWAY TOOL)</b> <i>Java using Agile Principles &amp; Git Version Control</i>   Final Mark: 65% A re-creation of a real-world interaction between an organisation and a client. The project was completed following AGILE principles. My main role was to handle I/O via XML files. Additionally, I helped implement the back-end calculations and the GUI designs.
FEB - APR 2015	<b>PROGRAMMING LANGUAGE CONCEPTS COURSEWORK</b> <i>OCaml</i>   Coursework Mark: 92% <a href="https://github.com/ConnorValerio/Custom-OCaml-PL">github.com/ConnorValerio/Custom-OCaml-PL</a> Given a family of problems, we developed a domain-specific programming language. We defined a syntax and then created a lexer & parser that the language utilises; our lexer uses OCAMLLEX and our parser, OCAMLACC.

## OTHER EXPERIENCE

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MAR 2018 - PRESENT	<b>WAITROSE - Customer Service Assistant</b>
FEB 2017 - FEB 2018	<b>TRAVELLING &amp; WORKING IN AUSTRALIA</b> Travelled for 12 months. Worked for 8 months as a construction labourer in Sydney.
AUG 2016 - FEB 2017	<b>WAITROSE - Customer Service Assistant</b> Temporary job after university to save for travelling.