

Conor Grocock

Software developer

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Enthusiastic software engineer, with incredible time management skills and a strong team player. Has developed several several mobile apps and web services. Including the back end for a mobile trading information system.

Experience

SFC studios (Developer)

August 2018 - Present

- Work in a small team to develop a mobile game using the Unity game engine
- Develop and test large components of the game such as Saving/Loading, the User Interface and sections of multi-player
- Meet planned deadlines

ITGLive (Lead API developer)

September 2018 - November 2018

- Responsible for creating, testing and securing a REST API to be used in a mobile app
- Designed and implemented an initial API to be used during prototyping
- Liaised with the mobile developers to better understand the constantly changing requirements
- Develop a REST API using node.js

Razor (Team leader and Developer)

November 2016 - April 2017

- In charge of analysing requirements for the project
- Organised and supervised development of the product
- Develop the product using PHP
- Representing my team after the project was completed during the presentation to the client

Education

Sheffield Hallam University 1st Year Software Engineering

2018 - 2022

- Fundamentals of Programming: An introduction to C++ programming
- Fundamentals of Computer Architecture: Created an application in assembly to encrypt and decrypt data
- Professionalism and Project Development: Studied the ethics in the computing industry
- Component Programming: Recreated the board game classic Monopoly in C# Windows forms
- Mathematics for Software Engineering: Increased knowledge of maths relating to computing
- Systems Modelling: Created industry standard systems diagrams for a given case study.

UTC Sheffield

2016 - 2018

- Cambridge technical Diploma in IT: DD
- A Level OCR Computer science: C

All Saints Catholic High School

2011 - 2016

- 6 GCSE's A* - C - Including English, Maths and Computing

Key skills

- Communication
I demonstrated my ability to work with other in my work for ITGLive. Where I needed to remain in constant communication with the teams using the API I was developing.
- Time management
I showed my ability to manage my time effectively in both my work for ITGLive and SFC studios as I was working on both simultaneously and had deadlines to meet in both projects.
- Knowledge of a variety of programming languages
Through my experience I have need to learn how and when to use certain programming languages. Taking into account a number of factors, such as existing systems, and intended use case.

References

Jamie Hufford
Course leader of BEng Software engineering
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Rob Bladen
Lead mobile developer at ITGTrades
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