CRAIG ADAM

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Craig-Codes •



PROFILE

An enthusiastic software developer with over five years' experience gained from both professional and personal projects. An excellent communicator, mentor, and team player; capable of managing projects from planning to completion. Currently seeking opportunities to further develop skills in all aspects of programming and software development.



EMPLOYMENT HISTORY

Systems Administrator / Power Apps Developer | RAF Coningsby

May 2023 - Present

As part of Information eXploitation and Technology Support, maintain non-core systems in the Typhoon Mission Support Centre, and create Power Apps to modernise workflows. Achievements and experience included:

- The ongoing development of the ASTRA Project Typh Tools PowerApp, aiming to digitise the tool control process across all Typhoon Squadrons at RAF Coningsby
- Fault finding and rectification of the PCMS system utilising self-taught SQL knowledge
- Development of the Data Management Form 3 PowerApp, fully automating the process from user requests to the output of a PDF using Power Automate Flows
- Currently combining daily duties with studies at the University of Derby Top-up BSc (Hons) Computing and Information Technologies. Achieved first class grades for all current modules, including Software Engineering and Cyber Security

Software Developer | RAF Cosford

October 2018 - May 2023

Developing bespoke software for the Learning Technologies Team utilised by the Defence School of Aeronautical Engineering (DSAE). Achievements and experience included:

- Subject matter expert for 3D and Augmented Reality development; taking a fundamental role in the design, project management and successful implementation of Mixed Reality (MR) training software to prove future concepts and capabilities
- Lead developer on the 360 App project; heavily involved in producing a widely used template allowing for the rapid creation of visual training applications
- Developed 30+ applications used daily by tri-service trainees across DSAE schools
- Trained and supported junior colleagues in both new technologies and best practices
- DSAE Innovation in Training Award Winner 2021 for initiative to embrace modern training techniques to improve user experience whilst increasing training redundancy
- Speaker at the 2023 Defence College of Technical Training Symposium, presenting the successful innovation of XR multiplayer learning applications produced in the Unity games engine
- Completed 4 jHub Coding Scheme Modules (1a, 1b, 2, 3)

Systems Engineer | RAF Leeming

May 2013 – October 2018

Maintained and deployed the UKs above secret information system. Achievements and experience included:

- Led two overseas project teams to deploy top secret equipment in support of UK Special Forces, including logistics, equipment builds, installation and user training
- Led multiple overseas and UK based exercises in support of Army Intelligence Core personnel, providing equipment and training for the duration
- Received team commendations in 2013 (COS Spt / XO) and 2016 (AOC 38 Gp)
- Key contributor to the MODNet and SharePoint migration team, assisting in the migration of over 500 users whilst deployed on Op Shader (2018)
- Member of the HOUSEKEEPER system migration team whilst deployed on Op Kipion (2015)

Duty Manager | Midlands Cooperative Society

Jun 2008 – Jan 2012

Responsible for the day-to-day running of a medium sized supermarket, ensuring daily processes were followed to company standards and high levels of customer service were delivered. Completed ILM Level 3 award in Leadership and Management, formalising management experience.



EDUCTATION & TRAINING

FdSc | Staffordshire University 2020 - 2022

Computer Science - Distinction

Advanced Apprenticeship | RAF Cosford 2012 - 2013

IT, Software, Web & Telecoms - Distinction

BA (Hons) | Lancaster University 2005 - 2008

History – First Class Honors

A Levels | Walton High School 2003 - 2005

Business Studies – A, History – B, English Literature – C, General Studies – D

GCSEs | Walton High School 1998 - 2003

11 GCSEs Grade A*-C (Including Maths, Science and English)



SKILLS

- Knowledge of Software Development Lifecycle - Agile & Waterfall
- Programming Languages JavaScript, C#,
 TypeScript, Python, SQL, Java
- Frameworks Unity, Angular, Ionic, jQuery, Bootstrap, Express.js
- Technologies Git, HTML5, CSS3, SASS, JSON, MongoDB, Moodle, Adobe Creative Cloud, Visual Studio, PyCharm
- Storyboarding & requirement analysis

- Proven home working aptitude
- Reliable, honest, and approachable team player
- Self-organising and able to prioritise workload
- Able to achieve targets and deadlines
- Customer service
- Ability to communicate effectively with technical and non-technical teams, stakeholders and third parties